Britain's best selling computer magazine AUG 88 £1.10

S$4.60 Dm5.50 350pta HFL 5.90

COMPUTER +video GAMES

BARBARIAN II
The Warrior is back
Great Money Off Offer

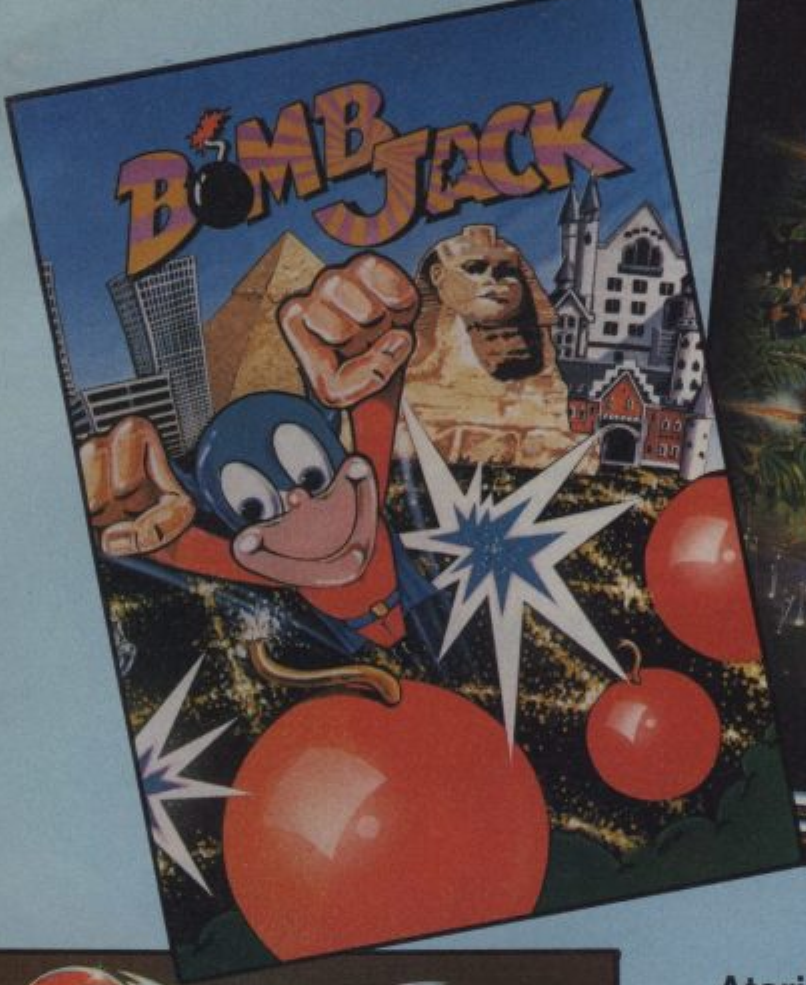


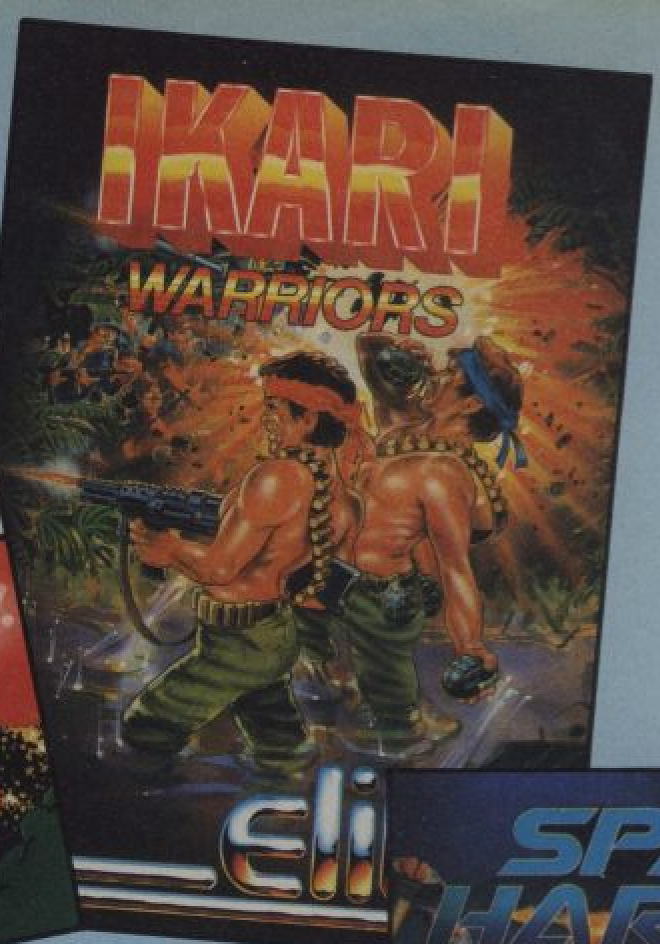
WILD RIDES — THEME PARK ROUND-UP

THE KRISTAL REVEALED. MAPPED: OBLITERATOR

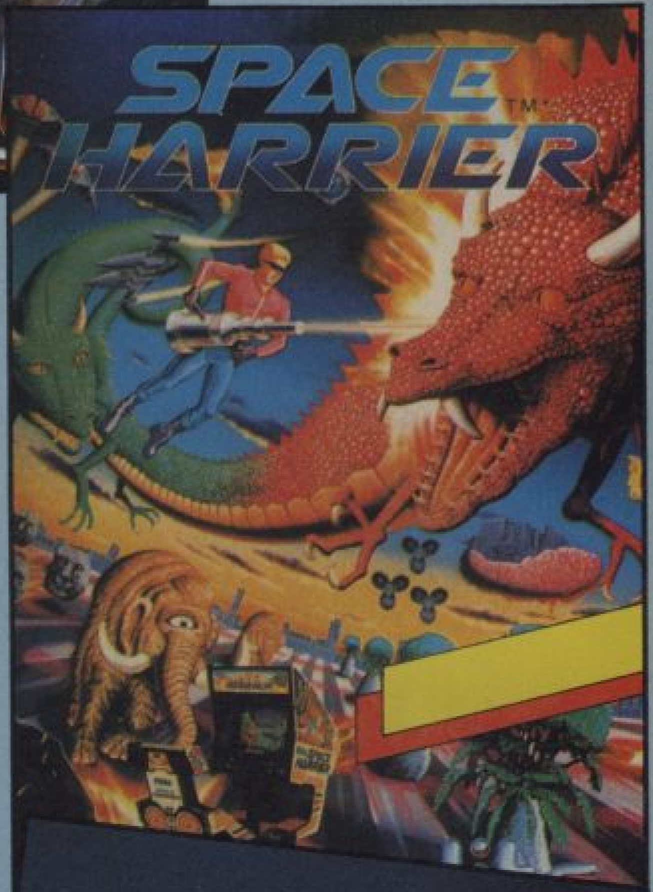
WIN: SIGNED COPIES OF RED STORM RISING!

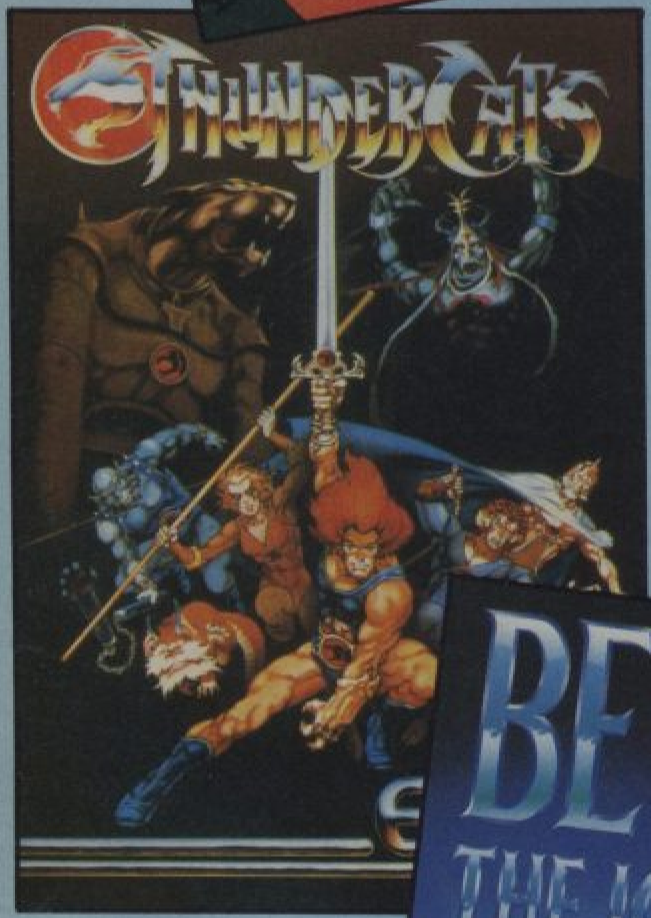
REVIEWED: VIRUS, NIGHT RIDER, CHUBBY GRISTLE, TRACK SUIT MANAGER, SALAMANDER, STAR WARS, HOPPIN MAD, SKATE CRAZY AND THE PRESIDENT IS MISSING





*

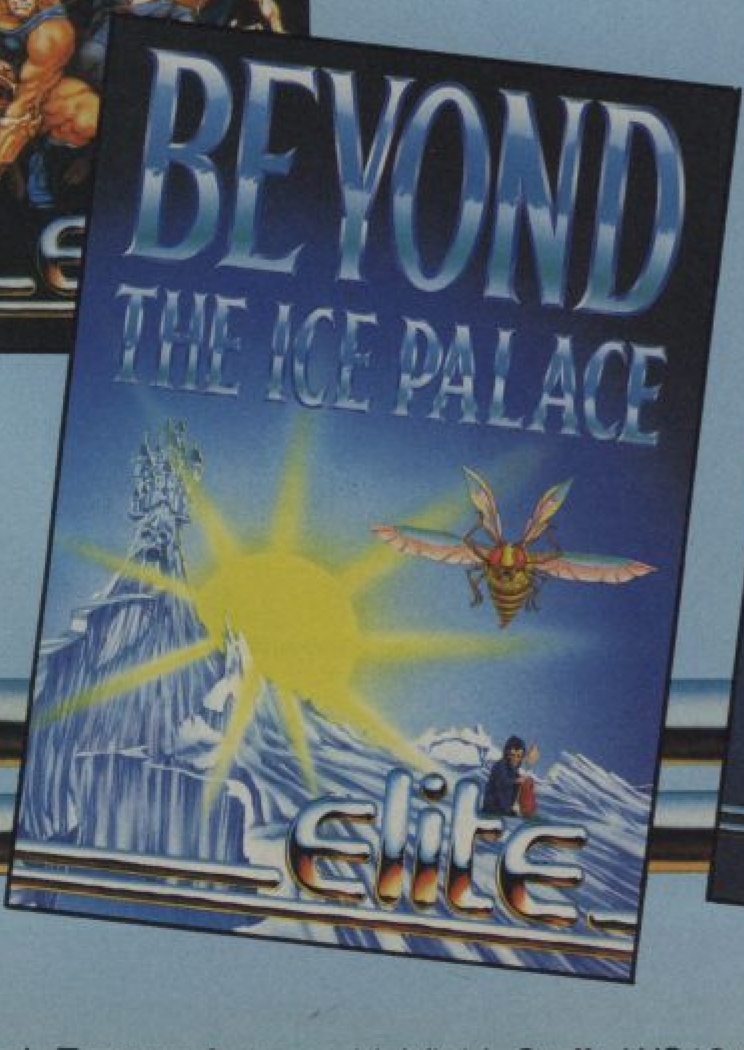




Atari ST £19.99

*Ikari Warriors
Atari ST £14.99

Amiga £24.99



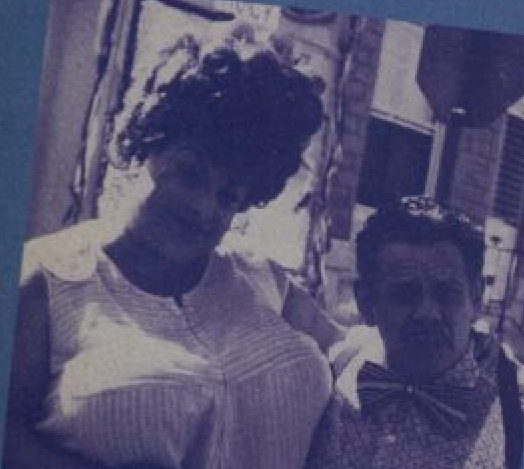


Elite Systems Limited, Eastern Avenue, Lichfield, Staffs WS13 6RX, England. Telex: 336130 ELITE G

Contents



► Caped Crusader has time for Fax – p.14



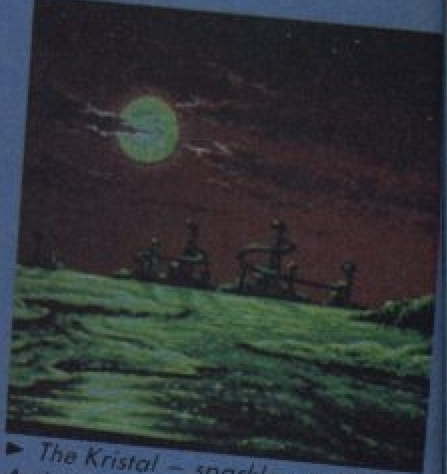
► Big Screen is devine this month – p.67



► Best rides in the land – p.100.



► Virus – C+VG Hit – p.30



► The Kristal – sparkles on ST and Amiga – p96.



► Night Raider – strategy, shoot 'em up, c

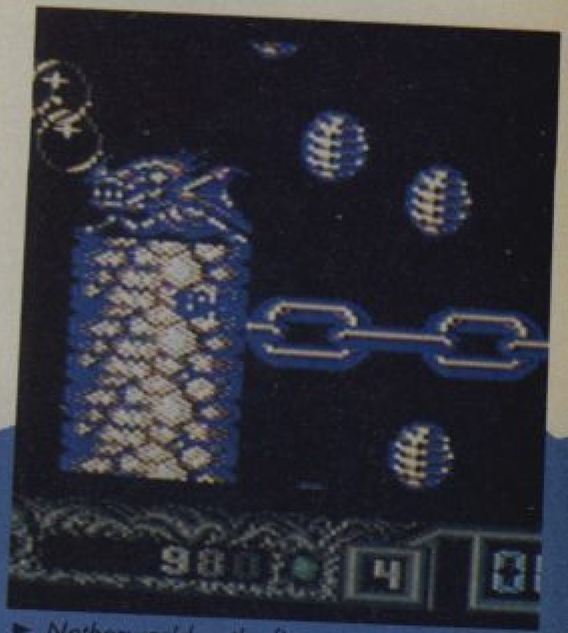
Editor: Eugene Lacey, Deputy Editor: Paul Boughton. Sub Editor: Seamus St. John. Staff Writer: Matt Bielby. Art Editor: Craig Kennedy. Advertisement Manager: Garry Williams. Sales Executive: an J

Don't miss...

I want you all to give a huge welcome to new writers of exceptional talent – Julian Rignall ex-Editor of Zzapp and Steve Jarret ex-Editor of Crash. This month they give you their views on Virus, Barbarian II – the Dungeons of Drax and Chubby Gristle.

There is a not to be missed chance to save money on Barby II should you fancy a bit of hackin 'n slashin, a pull-out-and-stick-on-you-wall Rocket Ranger cartoon strip, a guide to the best ride available in the UK's burgeoning theme parks, an Amiga to win, a hundred free novels to read by the pool at whichever exotic resort your jet off to and, most importantly of all, The Fiend has returned.





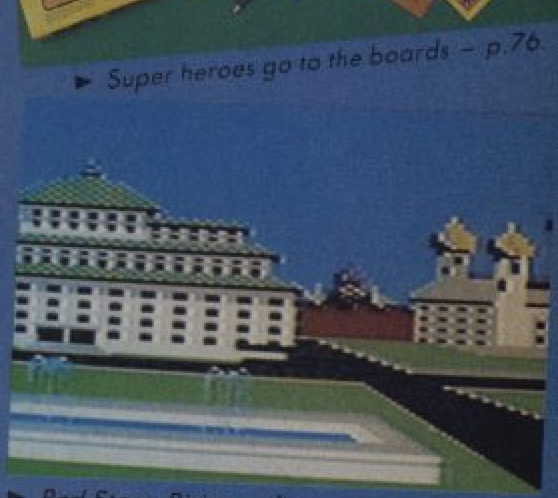
► Netherworld – the first map review on page 82.



► Super heroes go to the boards – p.76.



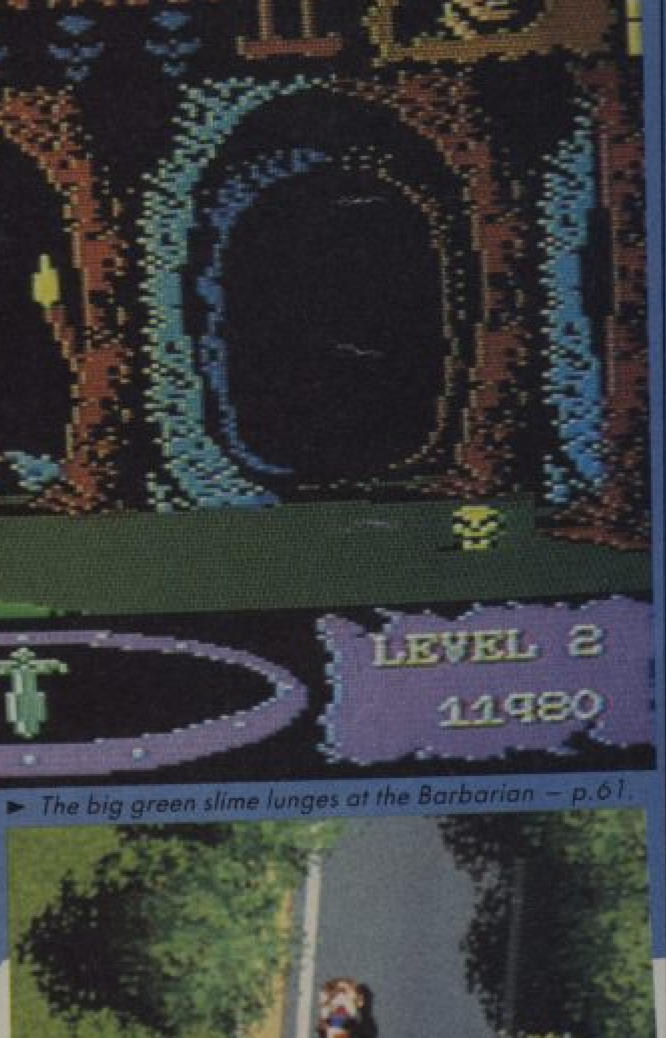
► The big green slime lunges at the Barbarian – p.61.



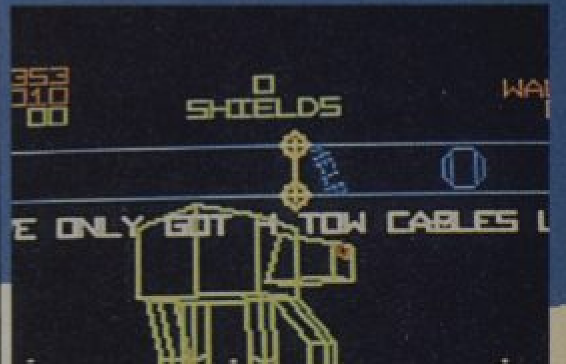
► Red Storm Rising – first pics – p.22.



...p, and sim, all in one – p.34.



► Chequered Flag races into Arcade Action – p.104.



► Win an Amiga with the Star Wars II – p.18.

...n Jones. Advertisement Production: Lora Clark. Publisher: Terry Pratt. Editorial and Advertisement Offices: Priory Court, 30-32 Farringdon Lane, London EC1R 3AD. Tel: 01-251 6222.



IMAGI
ADVANCEMENT TH
Denied his
throne, RASTAN
hacks his way through the horrors
unleashed upon his world – FIRE
BREATHING LIONS, GIANT BATS,
SNAKES, LIVING SKELETONS and the
LEGIONS OF THE DAMNED. Finally he
must slay the EVIL NECROMANCER
KARG, as he assumes the awesome
appearance of a MULTI-HEADED
DRAGON, to regain what is rightfully
his. Is it more than you can
handle?...
RASTAN THE WARRIOR KING.
"SLICK AND COMPELLING" Crash
"RASTAN SAGA IS GOOD
ENTERTAINING STUFF AND
IT'LL KEEP HARDENED
ARCADE FIENDS GOING
FOR A LONG TIME"
Commodore User.
RASTAN
Licensed from © Taito Corp., 1986
£7·95
SPECTRUM
imagine
6 Central Street
Manchester M2 5NS



NETICS
HROUGH IMAGINE
FIGHT your way through the precinct – the back alleys, the car parks. Fight your way through VILLAINOUS community, the SKINHEADS, the BEASTIE BOYS, the BOUNCERS. On a hot steamy night in New York this is just the tip of the iceberg on your CHILLING QUEST to confront "MR. BIG."
"THE GRAPHICS ARE OUTSTANDING AND WOULDN'T LOOK OUT OF PLACE IN A CARTOON FILM" Zzap 64
"IT'S PACKED WITH FIVE LEVELS OF PURE ADDICTIVENESS: YOU CAN'T GO WRONG" Crash.
ARKANOID type Space Fighter
MIXTEC runs through long forgotten computer data until it finds the answer to this threat... "VAUS 2" is launched and speeds towards the threatening alien presence, before it can extract it's revenge... "THE REVENGE OF DOH."
"A GREAT GAME, FUN AND FRUSTRATINGLY ADDICTIVE" Sinclair User.
"COMBINE GORGEOUS VISUAL PRESENTATION WITH POWERFUL WEAPON ENHANCEMENTS AND ADDICTIVE GAME PLAY AND YOU HAVE REVENGE OF DOH" Zzap 64.
"GO AND BUY IT IMMEDIATELY" Your Sinclair.
TARGET; RENEGADE
ARKANOID
REVENGE OF DOH
Licensed from © Taito Corp., 1986
Also available on the IBM/Amstrad PC & Compatibles & Atari ST
COMMODORE
£8·95
AMSTRAD
Tel: 061 834 3939
Telex: 669977

Fax

Twisting Circuits

Vroom – crazy title, crazy game – is a new racing car sim' from the French **Lankhor** people, distributed in this country by **Active.** Out in September on the St and Amiga (£19.95), it is a Formula One game along the lines of Electronic Arts' Ferrari game, and similarly you can see the following cars in your rear-view mirrors.



Daley Express

Daley Thompson Olympic Challenge, out in August to coincide – surprise, surprise! – with the Seoul games, runs through all ten decathalon sports, and is expected to do big things by publishers **Ocean.** Pole vault, discus, 100 metres . . . any of them could be ruined by failing to complete training sessions, or by wearing the wrong type of running shoes! Not for nothing do **Adidas** sponsor both Daley and the game! Prices are £7.95/14.95 Spectrum, £8.95/14.95 Amstrad, £8.95/12.95 C64, ST/PC, Amiga £24.95.



Sea Wolf

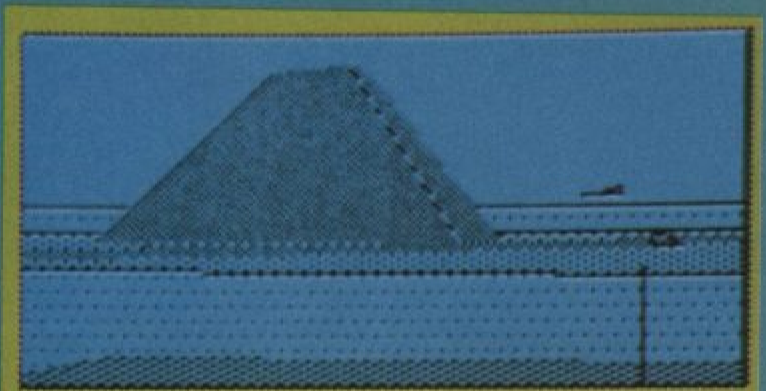
Ocean's biggest and best for Christmas will be Operation Wolf, based on the successful Taito coin op. For the few that don't know, it's all to do with rescuing hostages from some hostile nation, the gimmick being that you seen things from the point of view of the mercenary you play, facing enemy troops, armoured cars and 'copters as they rush towards you. Joined by *Rambo 3* it will be out well before its time to fill those stockings, at normal Ocean full prices.





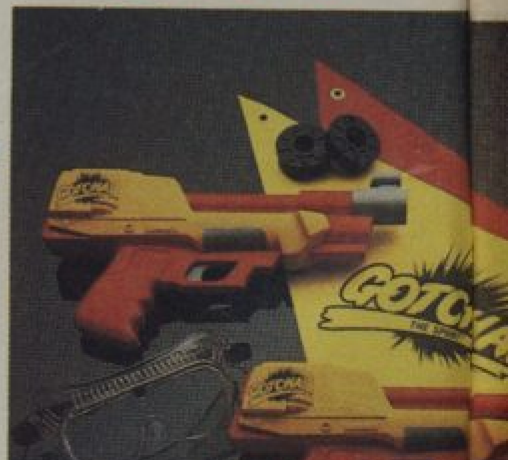
Ace Carrier

This is the Spectrum version of **Carrier Command** from **Rainbird,** out on September19th with Amstrad to follow about a month after and C64 a while after that. This is a pre-production tranny, but as you can see the graphics are going to transfer to 8-bit pretty well (£14.95 Speccy/£15.95 + 3).



Gun-Club

Following on from the waterpistols we played with last week comes **Gotcha!,** an even wickeder form of home warfare. Remember Combat Zone, where you all run about the woods shooting each other with paint pellet guns? Well Gotcha! is the version you can play among yer granny's rose bushes, with a wide range of guns to choose from that fire bright, non-toxic, washable paint. Fast, furious, messy . . . and you don't even need batteries!

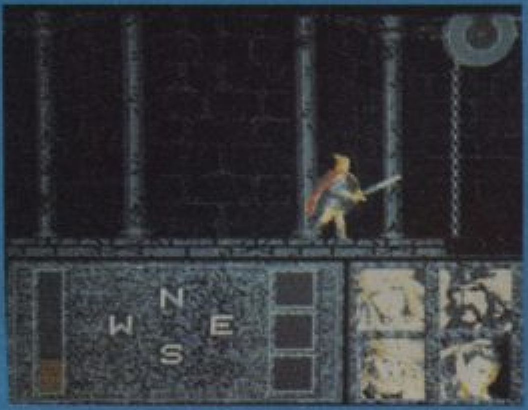


Charts

Advanced Dungeons and Dragons

US Gold has a whole string of Advanced Dungeons and Dragons titles planned, bringing an entire line of role playing games to your computer. The first two are out in autumn, developed in the States by top FRP outfit S.S.I.

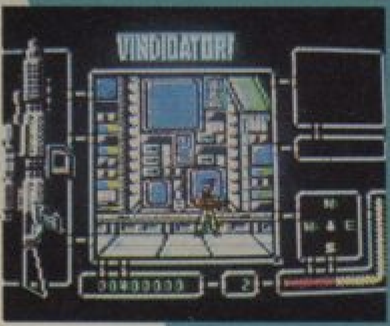
Pools of Radiance **adds displays of monsters, dungeons and swinging weapons to the standard AD & D gameplay, and allows you to personalise the weapons and armour of your characters. This is followed by an arcade-style interpretation of Heroes of the Lance across all major systems in September, followed by other D&D products.**

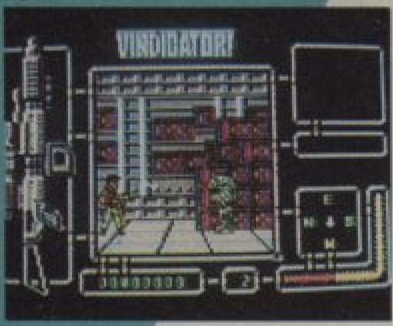




Vindictive

This is **The Vindicator,** a sort of Rolling Thunder style shoot 'em up where the aim of the game is to blast all the nasty aliens who've taken over the earth (Shock horror!) On all popular 8 bit systems at normal full price: out at the end of July from **Ocean's**







E.T. comes home

E.T. – The Extra Terrestrial – gets a world wide release on video this October. While some of you may have seen it on pirate vid already – you naughty people! – this is the first time **Steven Spielberg's** mega - weepie has been officially available. Released way back in '82, it will cost £49.95, or a couple of quid from the corner shop for the night. There are no plans to make the world's biggest grossing film available to TV for a good while yet.

Walls have ears

. . . . or so they claim, basing one of their new range of lollies for Summer '88 on the wishes of a 12 year old "Jim'll Fix It" girl. The result: the Tongue Twister, now joined by the Strawberry, Pineapple and Lime Tangle Twister (C + VG rating: looks weird, tastes a bit wet), the 15 penny Crazy Joe Cola (C + VG rating: cola lolly with white ice cream centre, good value) and the swirly, messy toffee-fudge Pzazz (C + VG rating: looks like sludge tastes . . . a bit sickly). Our favourites are the Orange Calippo water ice, and the "adult" Snofruit, with great lumps of strawberry and cream frozen on a stick.





AMSTRAD TOP TEN

1	Yogi Bear – Alternative
2	Super Stuntman – Code Masters
3	Steve Davis Snooker – Blue Ribbon
4	ACE – Cascade
5	Fruit Machine Simulator – Code Masters
6	Shanghai Karate – Players
7	Frank Bruno's Boxing – Encore
8	Six Pak 3 – Hit Pak
9	Ninja Scooter Simulator – Firebird
10	We are the Champions – Ocean

Except for Six Pak 3, a collection of old games, every title here is a budget re-release, and can be picked up for under three quid.

C64 TOP TEN

1	ACE – Cascade
2	Steve Davis Snooker – Blue Ribbon
3	Ghostbusters – Mastertronic
4	Alien Syndrome – ACE
5	Trap Door – Alternative
6	Pacland – Quicksilva
7	Ikaral Warriors – Elite
8	Target Renegade – Imagine
9	Draconus – Zeppelin
10	Yogi Bear – Alternative

ACE leaps fifteen places to number one, pushing Target Renegade back down to eight. The chart shows a pretty even split between new full pricers, and re-releases/budget games.

SPECTRUM TOP TEN

1	Target Renegade – Imagine
2	ACE – Cascade
3	Yogi Bear – Alternative
4	Ghostbusters – Mastertronic
5	Fruit Machine Simulator – Code Masters
6	Frank Bruno's Boxing – Encore
7	Steve Davis Snooker – Blue Ribbon
8	Soccer Boss – Alternative
9	Out Run – Sega/US Gold
10	Super Stuntman – Codemasters

Though only Target Renegade and Out Run are full-price games in this list, Speccy remains the only format to still outsell the growing 16-bit market.


Move over BROTHERS!!! Make way for ...
The Great Giana Sisters™
Where one famous double act stopped short, another begins, Headbutts and demons, platforms and pits – all delivered with a glamour and style that neatly disguises the cunning tricks and tantilising terrors of a couple of wild cats.
"This is one of the most addictive arcade adventures I have ever played, the gameplay is fabulous."
Zzap Gold Medal.
"Having been totally addicted to the original Super Mario Bros., it is no mean feat to say that I found the Giana Sisters as compulsive."
C + VG.
Screen shots from Amiga version.
I'M COOL
A TERRIBLE TWOSOME WHO'LL STOP AT NOTHING TO SEND YOU OUT OF YOUR MIND
CBM 64/128 – £9.99t, £11.99d
Amstrad – £9.99t, £14.99d
Spectrum – £8.99t, +3 £11.99d
Atari ST – £19.99d
Amiga – £24.99d
Rainbow Arts
GO! Media Holdings Ltd., a division of U.S. Gold Ltd.
Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

Fax

Diamond Life

No screen shots here, because the most interesting thing about Destiny's shoot 'em up Diamond is that it comes with a free cassette single by new (ish) band, The Company She Keeps. Out in June on Spectrum (£7.99) and C64 (£8.99/12.99), it isn't the only game to feature this gimmick: 19 Part 1 – Boot Camp from Harrogate's Cascade comes with a 12" mix of Paul Hardcastle's hit "N-nnnnnnninteen".







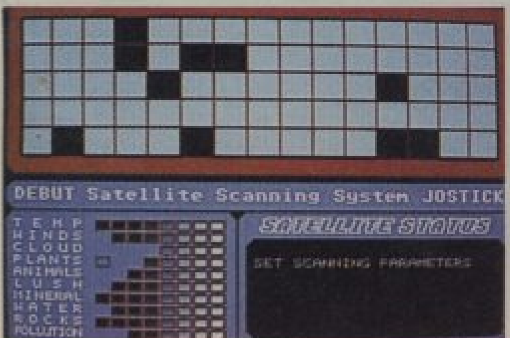
Joyriders

Stick it to them with these two new variations on the Cruiser theme, black and clear versions of their popular joystick. Black and blue come with the adjustable stiffener feature on the knob, allowing you to taylor things to your style of play, and dual lead for the +2 (£9.99), while the cool clear one also enjoys auto-fire (available late August at £12.99).



Debut Decends

Debut, a new Atari ST game from Interceptor's Pandora label, may look pretty dull, but if the idea of stabilizing a planet poisoned by human generated pollution sounds like your cup of tea, then it's certainly not. Wars and so on have further damaged the eco-system, and it is your job to manipulate the weather, regulate the population and regulate the food chain in this ecologically sound adventure. After all, we don't want everyone to die out, now do we? At only £19.95, it has to be one of the cheaper ways to play God.



Fortune Hunter

Firebird's Soldier of Fortune, out in September on C64 and Spectrum, is not the modern day mercenary epic it sounds like, but a more FRP style scrolling adventure, where picking up coins helps you to buy better weapons from the weapons shop. Ghosts, bats and owls are among the villains, and your character shares pretty close relations with the elements, with earth, fire, wind and water affecting his "performance". Speccy £7.95, Commodore cassette £9.95/disk £12.95. Elemental, my dear Watson.



ALL SYSTEMS TOP TEN

By Individual Machine Format

1	Target Renegade – Spectrum
2	ACE – Spectrum
3	Yogi Bear – Spectrum
4	Ghostbusters – Spectrum
5	ACE – C64
6	Fruit Machine Simulator – Spectrum
7	Frank Bruno's Boxing – Spectrum
8	Steve Davis Snooker – Spectrum
9	Soccer Boss – Spectrum
10	Out Run – Spectrum
11	Yogi Bear – Amstrad
12	Super Stuntman – Spectrum
13	Super Stuntman – Amstrad
14	Shanghai Karate – Spectrum
15	Interceptor – Amiga
16	Sam Fox Strip Poker – Spectrum
17	Steve Davis Snooker – C64
18	Steve Davis Snooker – Amstrad
19	Carrier Command – ST
20	Popeye – Spectrum

This chart gives a good indication of just how many budget Speccy games still sell compared to other formats. Software houses Mastertronic and Alternative are neck and neck in the sales stakes, leaving nearest rivals Firebird and Codemasters in their slipstream.

ATARI ST TOP TEN

1	Carrier Command – Rainbird
2	Out Run – Sega/US Gold
3	Dungeon Master – Mirrorsoft
4	Buggy Boy – Elite
5	Captain Blood – Infogrames
6	Gauntlet 2 – US Gold
7	Foundation's Waste – Exocet
8	Ikari Warriors – Elite
9	Obliterator – Psygnosis
10	Pandora – Firebird

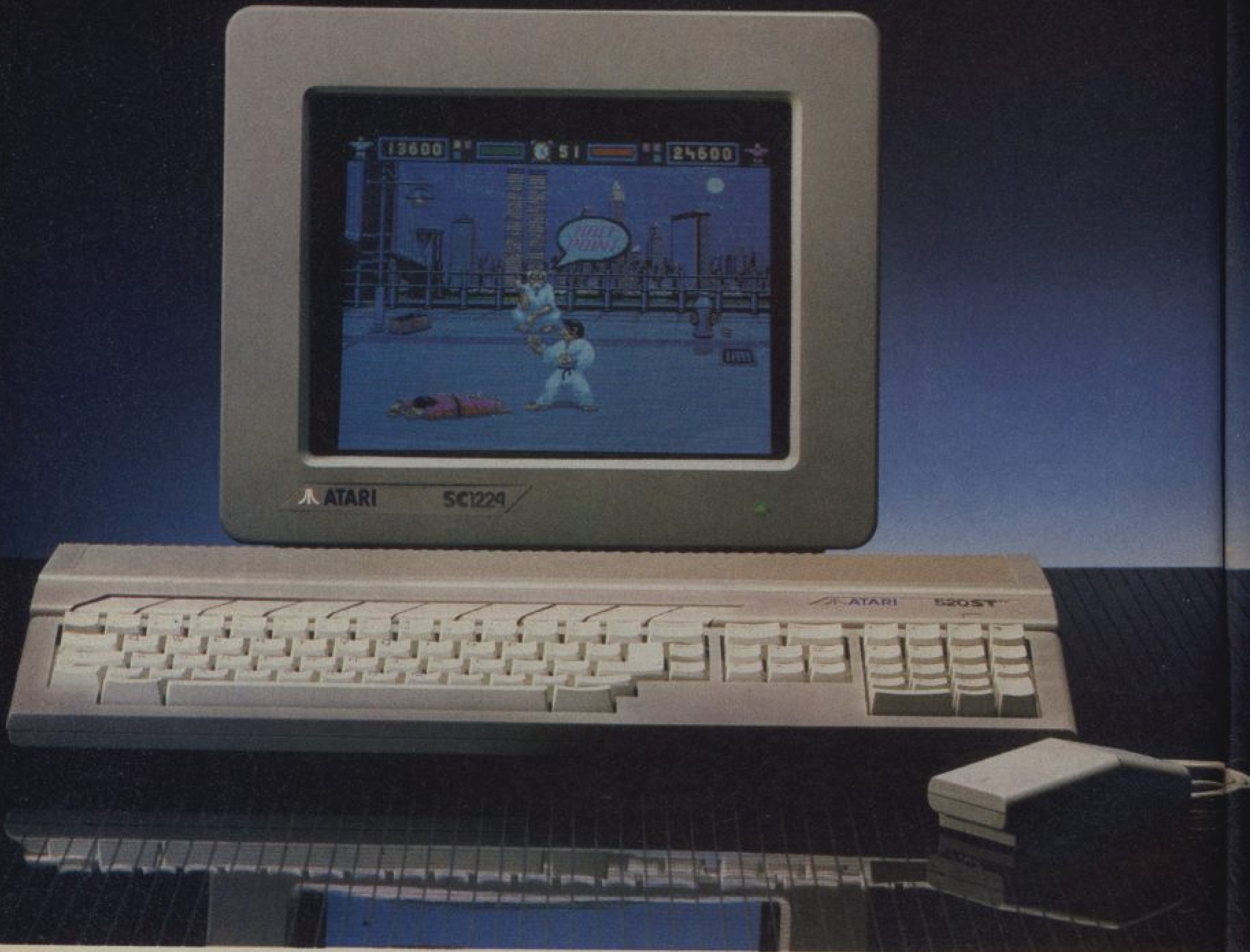
Combined ST and Amiga sales now account for over 25% of the market, with the top four titles appearing in the overall Top 50.

AMIGA TOP FIVE

1	Interceptor – Electronic Arts
2	Obliterator – Psygnosis
3	Ferrari Formula One – Electronic Arts
4	Aaargh – Melbourne House
5	Star Wars – Domark

Obliterator, Ferrari F1 and Star Wars are all re-entries, with Interceptor – the only Amiga game to hold a Top 50 position – knocking Aaargh! from number one.

To make sure the Atari 520 STFM only plays games that are worthy of it,



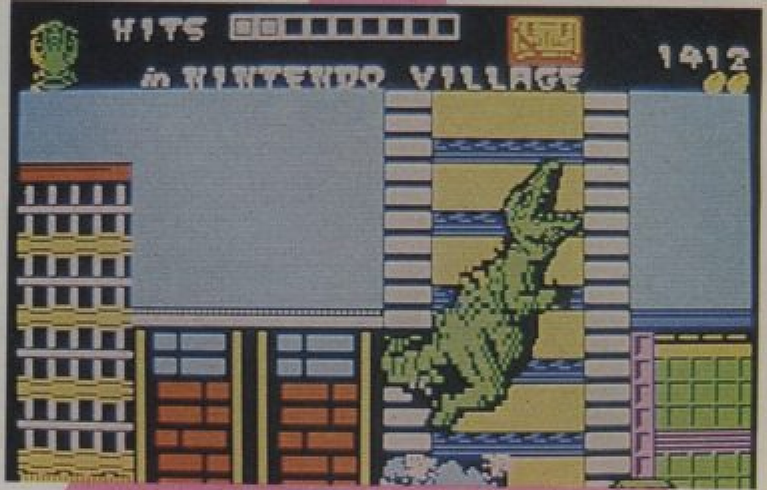
Offer excludes monitor.

Only the Atari Summer Pack gives you the world's best home computer plus the world's best games. Twenty-two software titles that most people would give their right arms for, are yours absolutely free.


WINTER OLYMPIAD '88 £19.95
MOUSETRAP £14.95
SLAPFIGHT £19.95
DEFENDER OF THE CROWN £29.95
INTERNATIONAL KARATE £19.95
TRAILBLAZER £24.95
ENDURO RACER £14.95
ARKANOID £14.95
WARLOCK £14.95
MARBLE MADNESS £24.95
RAMPAGE £14.95
EAGLE'S NEST £19.95
PLUTOS £14.95
LEVIATHAN £14.95
SUPERSPRINT £14.95
RANARAMA £19.95
STRIKE FORCE HARRIER £24.95
TETRIS £19.95
Q-BALL £19.95
ROADWARS £19.95
3D GALAX £19.95
CHOPPER X £9.99
we're giving you
£400 worth free.

Fax

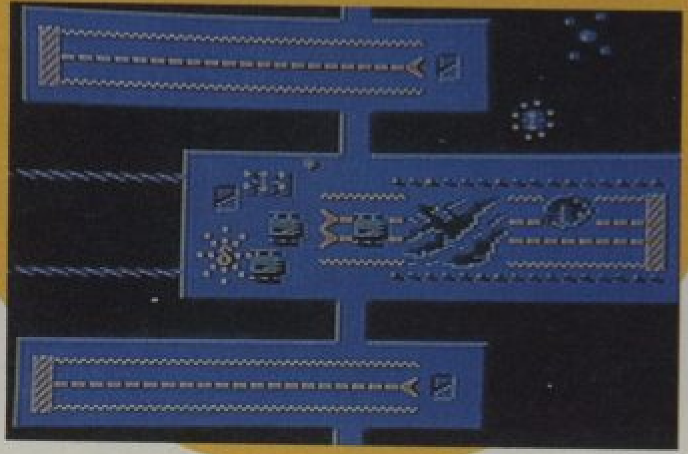
Flesh Eaters



Anything with dinosaurs in is fine by us, and when you've got a large and more than slightly miffed dino terrorising Japan   Well! T-Wrecks could well be a winner Your task is to defeat lots of rival monsters and eat bundles of little Japanese people What more could you want from Gremlin on Spectrum, C64 and Amstrad from near the end of July

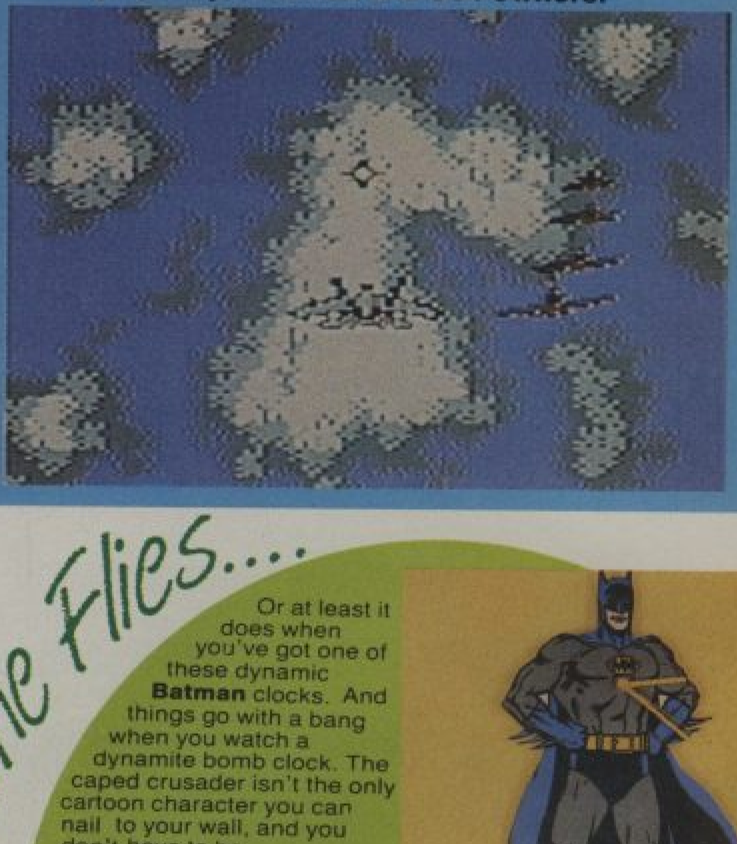
Braybrooks back

Andrew Braybrook's new game for Firebird is Intensity, a Speccy and C64 non-shooting shoot 'em up for the end of September You fly a small skimmer craft across a series of flipping screens, guiding a trailing drone ship into picking up captive men from the surface Stalker bad guys try to stop you, and transform any men they touch into hostile versions of themselves No guns, no scrolling, just a lot of strategy and co-ordination needed to build your way through the harder screens towards top left of the grid Commodore retails at £9 95/12 95, with Spectrum at £7 95



Storm Warning

This here is Typhoon from Ocean, an arcade conversion shoot 'em up out in September for lucky Speccy, Amstrad and C64 owners.



Martian Constables

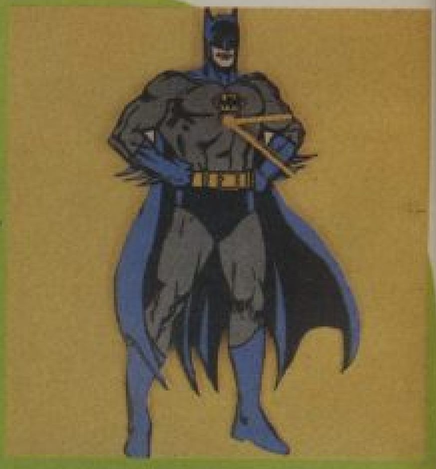


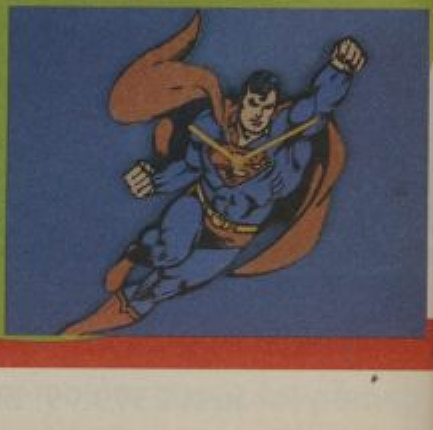
Does the world need another shoot 'em up? If you decide that it does, and you have an ST or Amiga, then Arcana's new space police blaster **Mars Cops** could be for you. A simple saving of the day from alien invasion thing, it storms through 25 levels in part one, and loads more later on. You get to fly your Hawk ship against the bad guys, coping with the old "equal and opposite ractions" rule flight-sim style, in late August.



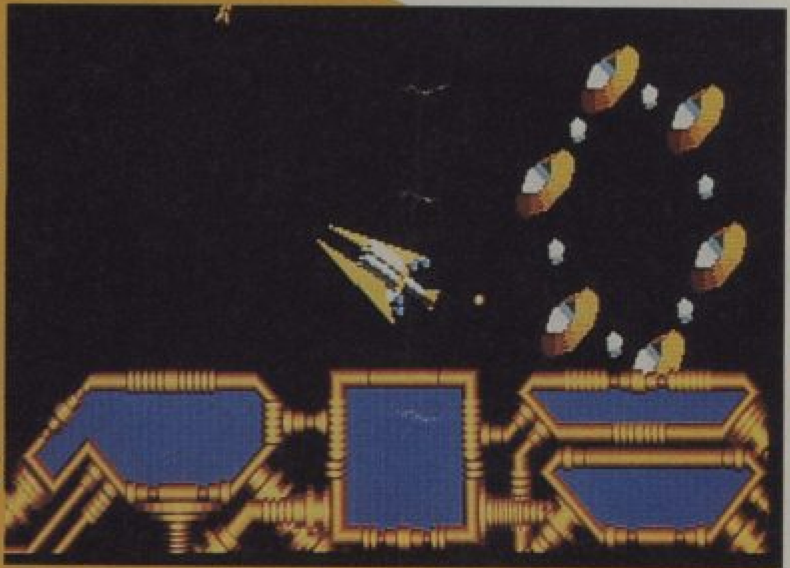
Time Flies....

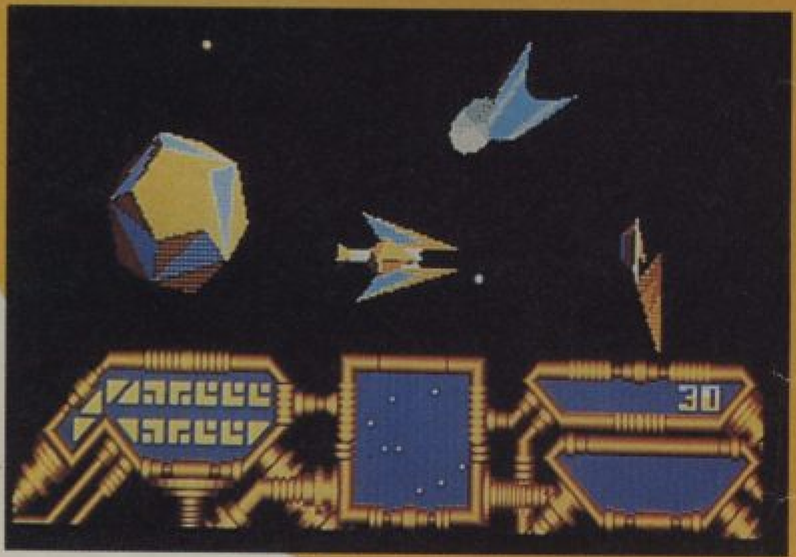
Or at least it does when you've got one of these dynamic **Batman** clocks. And things go with a bang when you watch a dynamite bomb clock. The caped crusader isn't the only cartoon character you can nail to your wall, and you don't have to be a supervillain to do so. **Superman, Top Cat** and **The Flintstones** are also available at just under £20 from Glitz and Schmultz in Croydon among others. But for those of you who'd like time on your hands for gratis simply sending us a postcard with the name of Bruce Wayne/Batman's butler on it, and you could walk off with one of these chronological masterpieces.





Curly Whirly



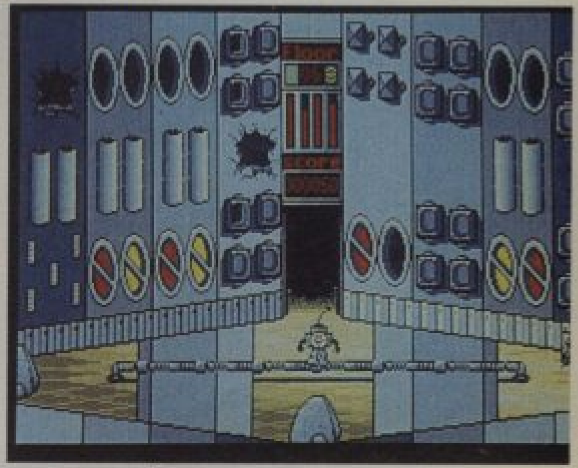


These are preproduction trannies of Firebird's Whirligig, a space shoot 'em up for ST and Amiga (£19.95). "Whirligig's" are apparently a sort of stargate that you have to fly through in order to tell the people of the past not to embark on the course that eventually was to put you and your kind into slavery (or something).

We're promised a nice 3D light effect, and 8 bit versions to follow.

Dizzy Droids

Those crazy French boys have been at it again, with a wierd looking cartoon-style arcade game called G'NIUS, out in September. Wacky robots push each other about and knock down walls in that inimitable gallic style, available in September from Lankhor/Active (ST £19.95).



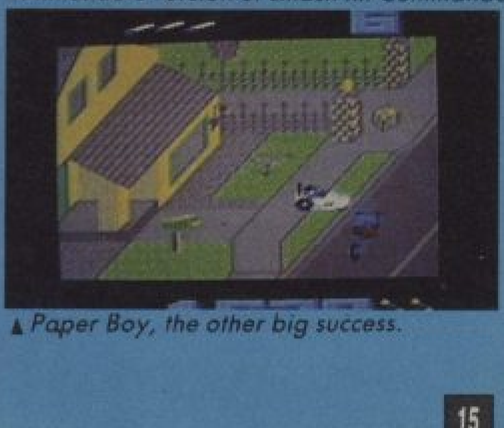
Fax Box

Name of Company: Elite Systems Limited
Address: Eastern Avenue, Litchfield, Staffs WS13 6RX
When started: September 1984
Personnel: Founded by father and son team of **Brian** and **Steve Wilcox,** later joined by **Bernard Dugdale** (ex C + VG).
Contact: Phone their consumer hotline on 0543 414885 if any problems etc.
First game: **Kokotoni Wilf** released September '84 and set among dinosaurs. Now they admit it was not

First Hit: **Airwolf,** which spent three months at number two beneath the all conquering **Ghostbusters** in December '84
Biggest hit: Either **Paper Boy** in the second half of '86, or the Christmas '85 number one **Commando.**
Ones to watch for: This year **A Question of Sport** based on the well known quiz show, and the speed boat shoot 'em up **Aquablast** are Elite's great white hopes.



▲ *Nintendo's version of smash hit Commando.*



▲ *Paper Boy, the other big success.*

English X Men

Despite all the talk of a British Renaissance in comics, you KNOW it must be true when it hits mainstream **Marvel. Excalibur,** a brand new X-men comic brings the surviving members of America's favourite superstream to the UK, and teams with our own Captain Britain in a series of rollicking adventures that are more fun than yer average comic has been for years. Meanwhile, Marvel UK are for the first time marketing their own colour comic in the States, a sub-2000 AD thing called *Dragon's Teeth* which takes it's influences from **Rollerball** and **Harlem Heroes.** British creators have been hot news for years – it's nice to see comics set here for a change.






LAST
NINJA 2
Back with a Vengeance!
Born in a time of peace, lived in the time of war; the shadow warrior returns. Leaping the abyss of time he comes to fulfil his destiny!
DATELINE: 1988 Manhattan THE TIME: Now
THE QUEST: to destroy the eternal evil... KUNITOKI!
SYSTEM 3
Commodore screens shown.
Commodore 64/128 Cassette £12.99 and Disk £14.99
Amstrad CPC Cassette £12.99 and Disk £14.99
ZX Spectrum 48K/128K/ + Cassette £12.99
MAIL ORDER — Please make all cheques and postal orders payable to: System 3 Arcade Software Ltd. at 23 Pond Street, London NW3 2PN
Tel: 01 435 8448
© 1988 System 3 Software

Reviews

EMPIRE STR

► MACHINES: SPECTRUM/ CBM 64/AMSTRAD/BBC/ATARI ST/AMIGA.
► SUPPLIER: DOMARK.
► PRICE: £9.95 SPEC/AMS C64/BBC/ CASS £12.95 C64/BBC DISK £14.95 SPEC +3/AMS DISK, £19.95 ATARI ST/AMIGA.
► VERSION TESTED: SPECTRUM.
► REVIEWER: JULIAN RIGNALL.

Empire Strikes Back, George Lucas' brilliant sequel to *Star Wars*, was released to a delighted public in 1980; its Oscar-winning special effects helping it to become one of the top-grossing films in cinema history.

The story continues directly from where Star Wars left off. After their successful assault on the giant Death Star battlestation, the Rebel Alliance has gone into hiding on the ice planet Hoth. However, they're forced to scatter when the evil Empire discovers their location and sends forth a large attack fleet. Following a series of adventures, the characters reassemble on the cloud world of Bespin, where disaster strikes! To tell you more would ruin the ending if there's anyone out there who hasn't seen the film .

The film features some incredible action sequences ideally suited to a video game. So, in similar fashion to *Star Wars*, Lucasfilm's Games Group joined forces with Atari to produce a vector graphic arcade game-of-the-film.

It appeared in late 1983 in the guise of a conversion kit for *Star Wars* arcade coin-ops. Because of this it never appeared in any great numbers – unless an arcade had an on-sight electronics engineer handy, the operator had to send the machine back to the manufacturers for upgrading – but that hasn't stopped Domark from buying the rights and converting it to home computer formats.

It's a brilliant arcade game, with four action sequences and what seems like half the film's dialogue digitised into memory. The Spectrum version lacks the speech, but it is an otherwise faithful copy of the original, and boasts nearly all the gameplay features.

At first the player chooses either an easy, medium or hard game, which starts the action on the first, third or fifth wave respectively. If either of the latter two are selected, a special advanced player bonus is awarded when the first four attack waves are completed.

Once a level is selected, the game begins proper with the player at the controls of a Snowspeeder skimming low over the planet Hoth in search of the Empire's Probots. These scout droids have landed on the planet in search of the Rebel base, and are destroyed with one blast from the Snowspeeder's laser.

Care has to be taken not to run into their defensive laser bursts, which deplete one of the 'speeder's five shields on contact.

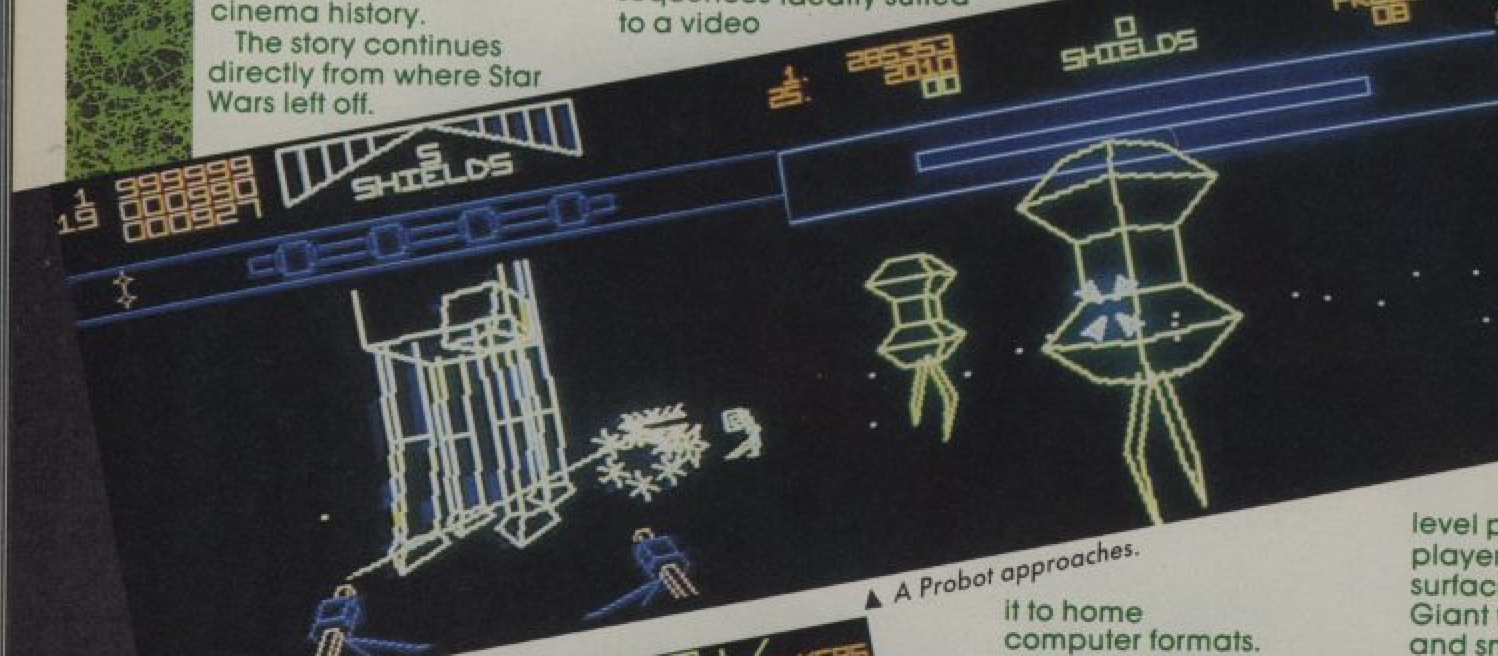
The second level puts the player against the Empire's surface invasion force. Giant four-legged AT-AT s and smaller bipedal AT-ST s are heading towards the Rebel base and must be stopped at all costs. Both types of machine can be destroyed by shooting their tiny cockpit windows, and AT-AT s can also be brought down by firing one of the Snowspeeder's limited supply of tow cables at their legs.

Daring players can also go for a special trick flying bonus by flying through the legs of an AT-AT, although the move is a tricky one and runs the risk of losing a shield through collision with the metal behemoth.

When the invasion fleet is repelled, the Snowspeeder



▲ Vader heads towards H



▲ A Probot approaches.

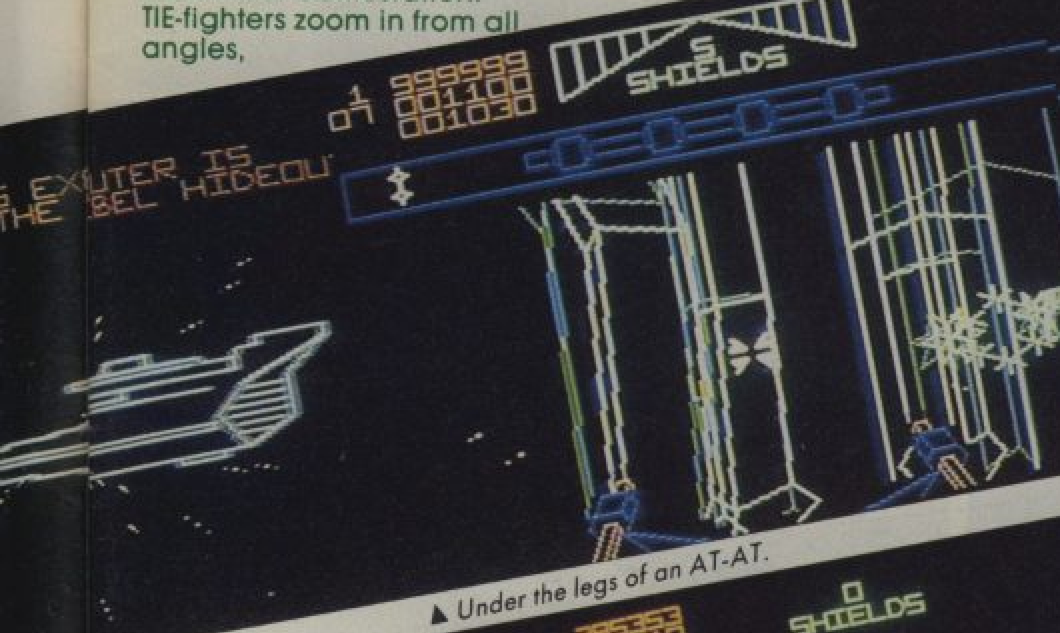
▲ The Snowspeeder skims low.



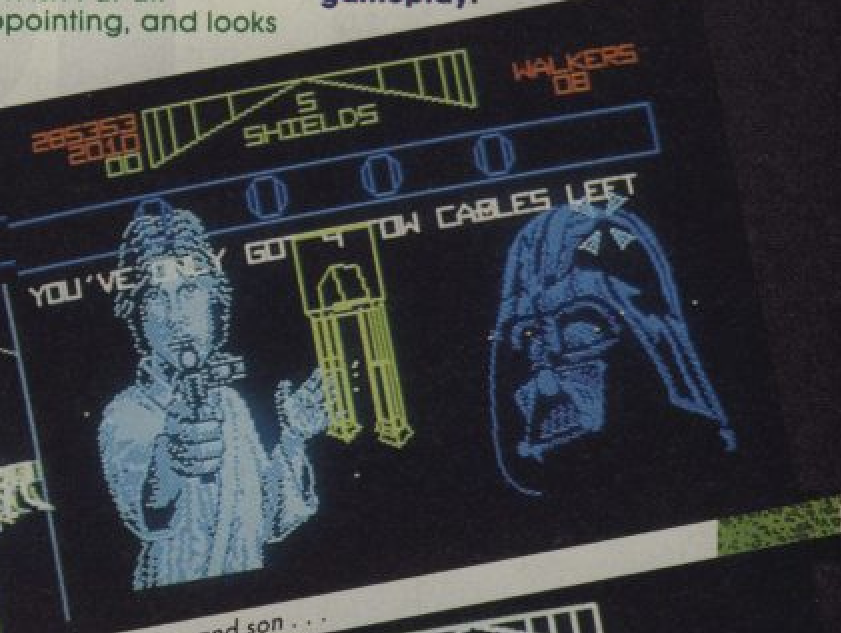
▲ Attempting some trick flying.

RIKES BACK

lands at the rebel base and the scene shifts to outer space, where the player flies the Millenium Falcon against rebel TIE-fighters. This level is very similar to the first in *Star Wars*, only this time the Executer, Darth Vader's huge starcruiser, looms menacingly in the background instead of the Death Star battlestation. TIE-fighters zoom in from all angles,



▲ Under the legs of an AT-AT.



▲ Father and son . . .

rds Hot

twisting and turning and firing rounds of shield-reducing laser bursts. The pilot defends himself against the attack with the Millenium's laser cannon, but because it's rather weak, TIEs have to be hit directly on their engines before they explode – a difficult task under pressure!.

Finally, the player guides the Falcon through an asteroid field to safety. The craft has no means of defendng itself from the myriad of spinning rocks, so it's up to the pilot to skilfully fly the spacecraft through the densely-packed field without hitting an asteroid. This is definitely the hardest of all the levels and requires some very nifty joystick wielding to avoid the rocks as they whizz by.

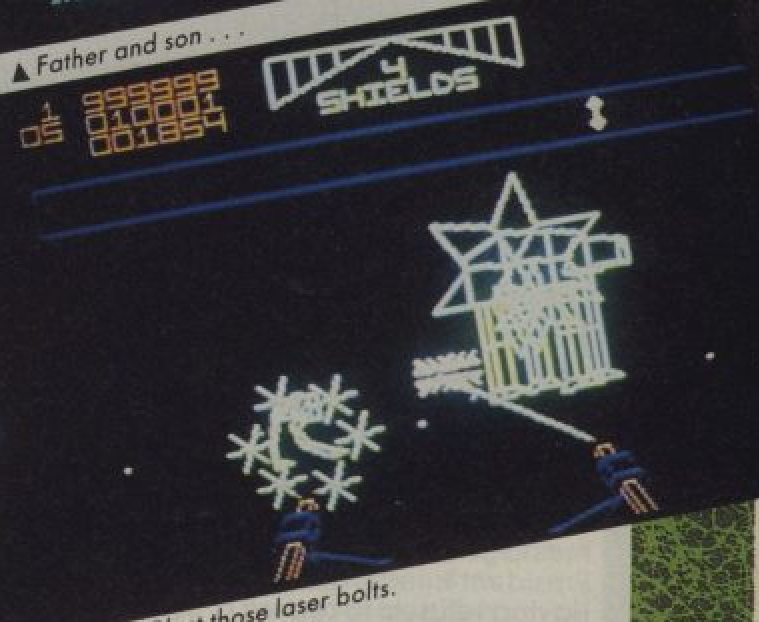
When that level is completed, a bonus is awarded and the player returns to the first level again, only this time the enemy forces are far stronger.

Presentation is excellent throughout, and there's an on-screen Rebel Instruction manual which can be accessed before play to display all enemy craft. Programmers have also included the JEDI bonus, on each we have a bonus and a letter – either J, E, D or I – is awarded for shooting down a given number of targets.

I must confess to being a great fan of the arcade game (the only two I ever found were in Blackpool and the Las Vegas arcade in London) and have been looking forward to the conversion since Domark announced it more than a year ago. The Spectrum version isn't at all disappointing, and looks and plays very similarly to the arcade original. The second level is absolutely superb, and depth is incredible. The only thing that lets it down is its occassionally slow screen update, but other than that the game is excellent and well worth looking up.



▲ An asteroid smashes into the Millenium Falcon.



▲ Blast those laser bolts.

► GRAPHICS	7
► SOUND	4
► VALUE	6
► PLAYABILITY	8
► OVERALL	8

UPDATE . . .

Good news for Amstrad owners – the conversion for your machine is looking very good indeed, and Domark reckon that it'll match the Spectrum version for speed and gameplay.

The Commodore 64 isn't tops when it comes to vector graphic games, and sadly it looks like *Empire* will be rather jerky and sluggish – so take a good look before parting with your dosh, OK?

The 16-bit versions are looking and sounding extremely promising; not only do the Atari ST and Amiga conversions boast super-smooth vectors that are identical to the arcade machine, they also include large chuncks of speech digitised directly from the coin-op original.

Reviews

THE PRE
IS MIS

► **MACHINE: COMMODORE C64 DISK.**
► **SUPPLIER: COSMI.**
► **PRICE: £12.95.**
► **REVIEWER: KEITH CAMPBELL.**

In a daring helicopter raid on a summit meeting in Lichtenstein, the President of the USA, along with most of the Presidents and Prime Ministers of the EEC, are abducted.

Before long, a recorded message from the President is received. Having refused to record a prepared statement, he has been allowed to send his own message. It becomes clear that all the hostages are separated, and none of them have had any contact with the others, nor knows of their whereabouts.

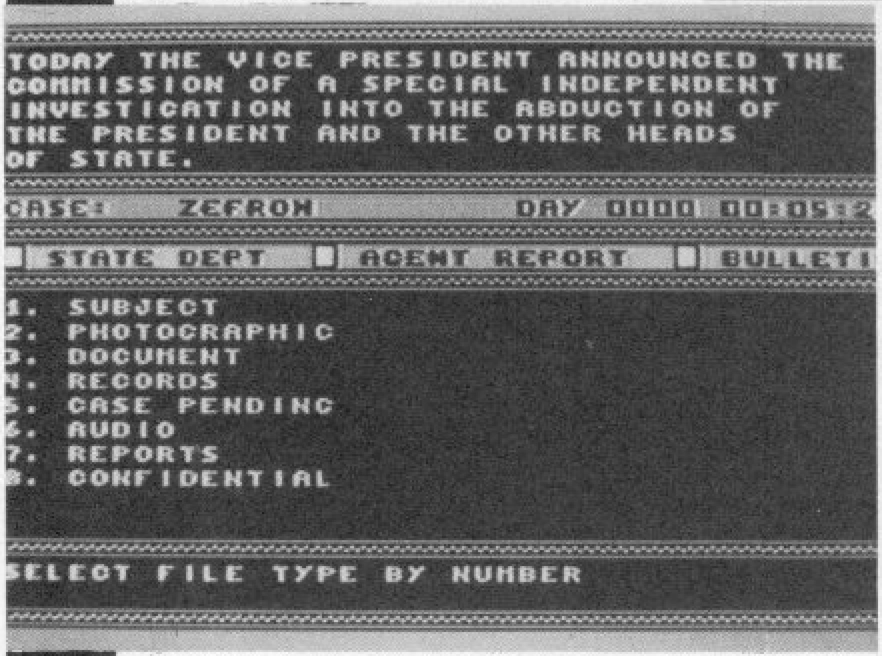
A number of impossible demands are received from the kidnappers. Destruction of the state of Israel, re-establishment of Palestine, nationalisation of Islamic oil, an end to Russian occupation of Arab territories, sovereignty of the Persian Gulf, and unification of all Arab lands are among the list of 9 conditions for the release of the top politicians.

This is where you come in. You have been appointed Special Investigator to the Commission on Abduction and Terrorism. To carry out your duties, you have been given access to all security files and databases, in order to expedite the recovery of the President and his fellow victims, and to bring those responsible to justice.

The action takes place on a simulated computer system.

Information is accessed by entering the command FILES, which displays a menu of 8 file-types available.

SUBJECTS gives a selection list of all the characters in the game, each of which may be called up, to display a photo and biographical data. DOCUMENTS holds the text of official papers.



▲ *The President is missing . . . but where do you begin?*



▲ *Guarded by terrorists, the President delivers a message.*

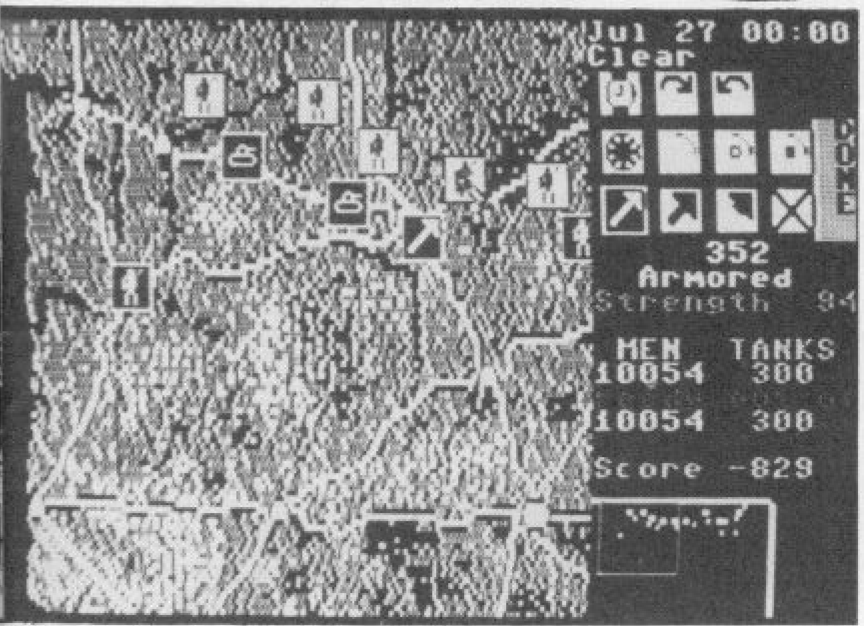


▲ *Oh dear . . .*

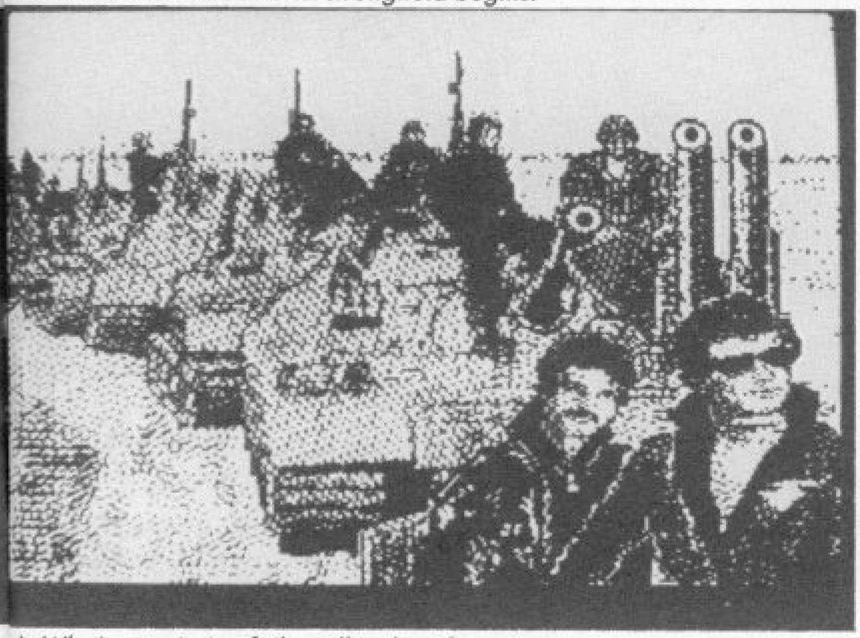
CONFIDENTIAL offers two files, each requiring an access code, so unless you discover any on your way through, you may have to hack them without authorisation!

PHOTOGRAPHIC files consist of full-screen photos, with accompanying text. A facility is provided to magnify these into an almost meaningless set of pixels, where, by using the joystick, the area of the picture can be scanned for any useful detail hidden in the basic picture.

ESIDENT
SSING



▲ *The assault on the terrorist stronghold begins.*


▲ *When negotiation fails, call in the infantry!*

FILES also gives the player the option of entering his own case files – reports of his progress. To do this requires a spare disk, and thoughtfully a FORMAT option is offered at this stage.

However, since the program disk 1 is not write protected, care must be taken to ensure that it really is the spare disk in the drive, before using the CASE option. Since the CASE files are entered in free format English, as far as I could see they act only as a scratch pad.

As well as FILES, there are three other main commands. AGENT opens a channel for you to give up to eight agents under your control an assignment. CODES accesses a computerised decoding facility, offering Morse, Enigma, and Transpositions, and COMMS allows you to direct the authorities to detain a suspect or secure premises.

The two double-sided disks are accompanied in the package by an instruction manual and an audio cassette. The cassette is very realistically produced, and consists of archived tapes relating to the case. These include a tape sent from the President whilst detained. An option under FILES classifies the recordings, and enables individual tracks to be found more easily. As you sift through the mass of information at your disposal and start getting reports back from your agents, you may well need to go back to some of the recordings, to refresh your memory, or perhaps to listen more carefully.



▲ *The computer database stores details on all the game's characters.*

All the time you are playing events are on the move worldwide, and the pressure is on you to succeed before the world moves into political chaos.

The game, described as an 'Interactive Graphics Adventure Simulation' (ADVENTURE is misleading, and surely software producers must know what is meant by that term, these days?) is let down only by a few minor points of user unfriendliness. For example, there are three boxes permanently on screen, marked STATE DEPARTMENT, AGENT REPORT, and BULLETIN. When the Agent Report box starts flashing, you can go into the REPORTS sub-option of FILES and get the feedback from the agents to whom you have given assignments. But you are asked for a file number, and there seems to be no way of knowing it. When the BULLETIN light started flashing, I just did not know what to do, and could find no mention of the feature in the instructions, either.

Despite these few difficulties, this is an extremely large and impressive program, well thought out and thoroughly researched, offering many hours of intrigue and investigation.

► GRAPHICS	7
► SOUND	6
► VALUE	7
► PLAYABILITY	7
► OVERALL	7

UPDATE . . .

C64 versions are available on disk only. PC and 16-bit versions will follow but no Spectrum or Amstrad versions are on the cards.

Competition

BETTER READ THAN DEAD

Red Storm Rising is the latest blockbuster from Microprose — taking as its inspiration the best selling novel of the same name.

In this amazing C&VG deal we are offering one hundred lucky readers a chance to win a signed copy of the chilling novel.

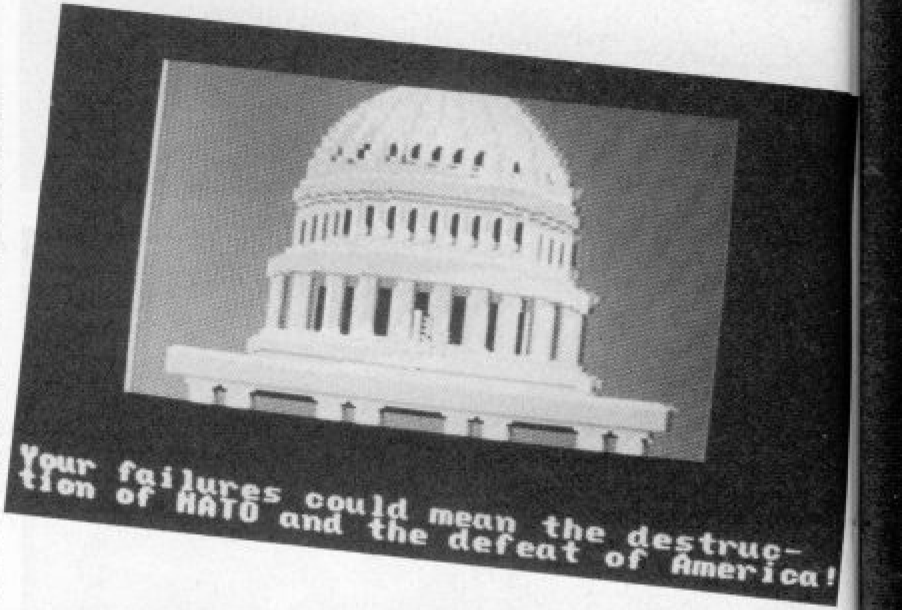
In Red Storm Rising you are in charge of the tactical operations of an American nuclear attack submarine in World War III.

The Warsaw Pact countries are mounting a huge offensive against Western Europe. The USSR is disrupting the shipping bringing men and supplies across the Atlantic Ocean from America. As the Commanding Officer of a crack Class 688 nuclear submarine you must seek out and destroy the Soviet submarines as they leave their base near the Arctic Circle.

The game was coded by Microprose's top man — Sid Meier — of Silent Service and Solo Flight fame.

In typical gungho Microprose fashion Sid Meier describes the similarity with Silent Service as being "like the difference between the P-51 Mustang in World War II and today's F-15." Only a Microprose simulation expert could come up with a quote like that but he does have a point about the sophisticated gadgetry at your fingertips as you 'drive' the 688.

Most important of these gadgets is the sonar that is so sensitive it can pick up the sound of submarine propellers at great distances, there are also computerised databases that list the speed and weaponry of enemy subs, and 'intelligent' torpedoes that can turn and home in on their targets.



Reading Tom Clancy's novel will not make you an ace at the game but it is a good read in its own right and if you do buy the game the insights it gives you will be most helpful.

Red Storm Rising will be launched on the Commodore 64 cassette at £14.95 and £19.95 disk on August 11th, Amiga, St, and PC versions will follow shortly at £19.95.

For your chance to win a signed copy of Tom Clancy's Hunt For Red October all you have to do is spot the names of Microprose games hidden in the word square. The name of the company and of their larger than life, ex-fighter pilot boss, are also hidden in the puzzle. Cut out the box, complete the name and address panel, and send to Red Storm Compo, C&VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

P	F	A	L	Y	I	S	T	S	R	G	W	A
O	I	I	A	R	T	I	R	T	I	U	I	C
L	G	R	B	E	E	L	A	E	T	N	L	R
I	H	B	A	L	S	E	P	A	T	S	D	O
C	T	O	A	T	A	N	A	L	E	H	B	J
A	E	R	B	O	E	T	N	T	R	I	I	E
B	R	N	B	U	M	S	A	H	A	P	L	T
W	Q	E	T	I	T	E	Y	O	L	L	L	H
A	B	C	M	I	C	R	O	P	R	O	S	E
T	U	N	G	I	T	V	O	L	L	E	Y	S
S	O	L	O	F	L	I	G	H	T	B	U	M
F	A	R	O	U	T	C	R	A	N	G	E	R
W	H	Y	A	S	T	E	A	L	Y	R	U	N

Name ....

Address ....

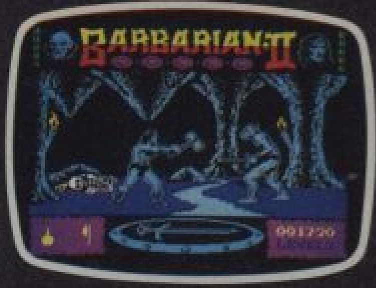
....

....

BARBARIAN II
THE DUNGEON OF DRAX



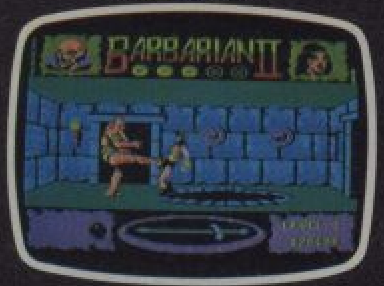
Spectrum Version



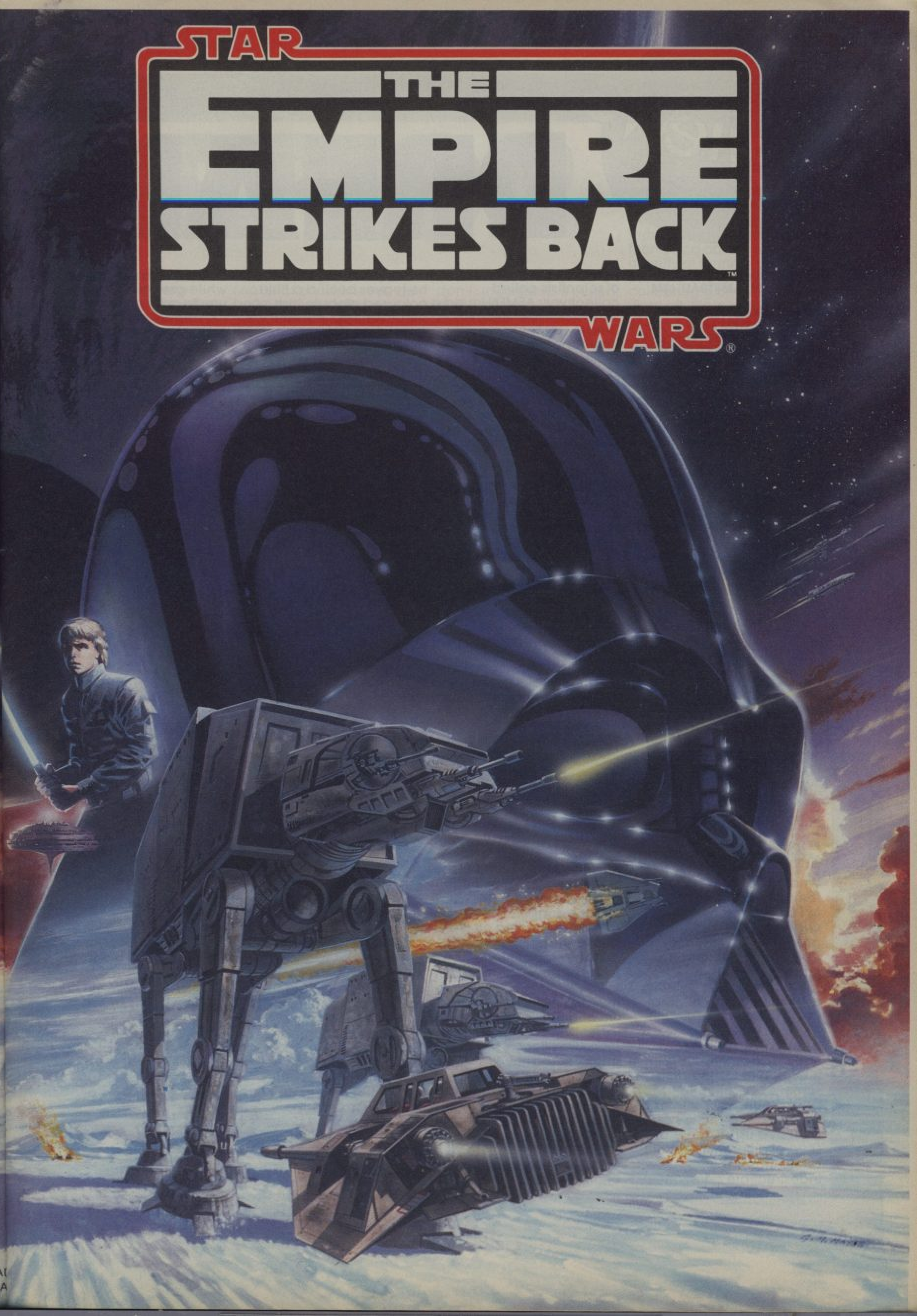
Amiga Version



C64 Version




STAR WARS®
Brought to you by the team who produced the top-selling STAR WARS® game, THE EMPIRE STRIKES BACK ™ is the next stage of the unfolding drama.
This game follows the non-stop action of the movie and is a direct conversion of the famous coin-op.
The player takes the role of Luke Skywalker, piloting a snow-speeder against the huge Imperial Walkers. Darth Vader controls his forces with deadly cunning, using his Probots to search and attack the Rebel Base.
The action continues as the player becomes Han Solo in the Millennium Falcon, looking for safety in the galaxy whilst being attacked by Tie-Fighters and dodging asteroid storms.
May the Force be with you – Always!
EMPIRE STRIKES BACK
Atari ST
SHIELDS
CBM 64
SHIELDS
SHOOT PROBOT'S AND THEIR TRANSMISSION
®, TM & © 1988, 1984 LUCASFILM LTD. & TENGEN. All Rights Reserved. DOMARK LTD. Registered User
Programmed by VEKTOR Grafix
Published by
DOMARK
22 HARTFIELD RO
LONDON SW19 3T
01-947 5624



ed by
ARK
LD ROAI
W19 3TA
5624

Reviews

DREAM

► **MACHINES: CBM 64 SPECTRUM, AMSTRAD, IBM PC.**
► **SUPPLIER: US GOLD.**
► **PRICES: CBM 64 £9.99 CASS £11.99 DISK. SPECTRUM £8.99 CASS. AMSTRAD £9.99 CASS £14.99 DISK.**
► **VERSION TESTED: CBM 64 DISK.**
► **REVIEWER: GARY WHITTA.**

Here's a surprise! After a seemingly endless stream of arcade conversions, US Gold have come up with a game with absolutely no coin-op connections at all. *Dream Warrior* has a really strange and complicated scenario, so turn on your brain and read on.

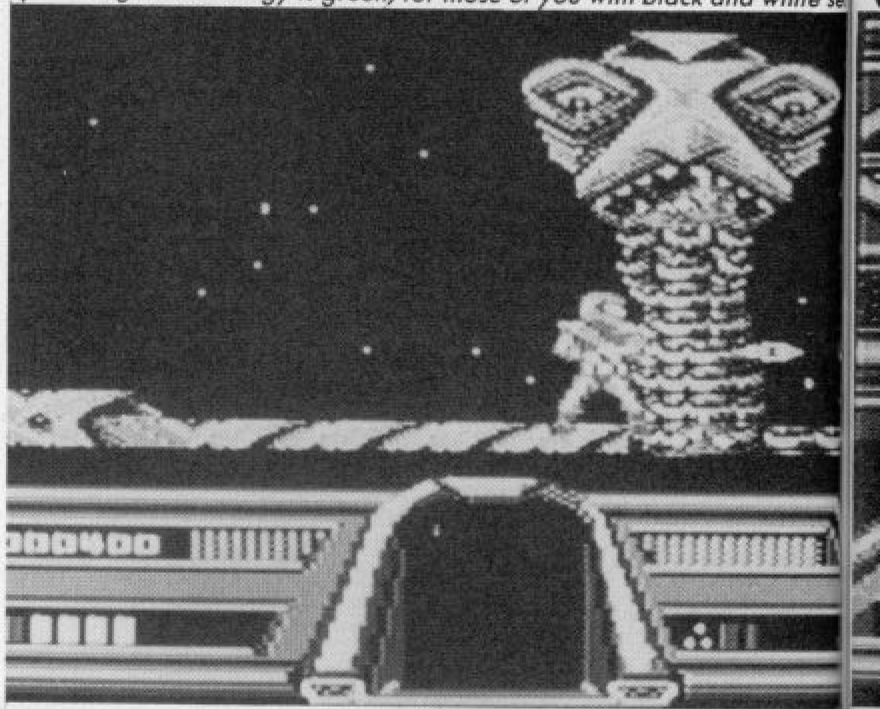
The time is the future (Gosh!) and in an attempt to put an end to messy physical wars with lots of blood and intestines all over the place, the FOCUS Federation (Boo Hiss) have developed a system whereby they can plant Demons into people's dreams to kill them while they sleep.

To prevent this Nocturnal necroromancing, a team of scientists called collectively ASMEN found a way to combat the evil Dream Demon. Unfortunately, FOCUS sussed out their plans and planted Demons in their dreams to kill them, and the only way to save them is for you, the Dream Warrior, to enter the heads of the scientists and flush out the Demons.

The game is basically a sort of quasi-sideways shoot-em-up with strategy elements built in. The scientist head interiors are depicted as a long horizontally scrolling playing area that takes up about 25 screens. You, as the Dream Warrior (clad stylishly in green motorbike leathers) run around the dream blowing away dream demons with your laser rifle. The nasties come in various colours and shapes and fly past you at speed hoping to collide with you and knock your energy level down a bit.

Every time you kill a nasty he leaves behind a little coloured globule that can be picked up, the item you gain when doing so being dependent on what colour the globule is. Red globules, for example, boost your energy level, while grey globules allow you to access the lift and move between the two available floors. By picking up a green globule it's possible to journey to other dreams (there are three in

▼ *The big moster thingy is green, for those of you with black and white se*



► **MACHINE: AMIGA.**
► **SUPPLIER: MICRODEAL.**
► **PRICE: £14.95.**
► **REVIEWER: CHRIS JENKINS.**

GIGA

Who-ho-ho! This looks pretty familiar! Like many a piece of European software, *Giganoid* is immaculately programmed and very polished, but relies on ripping off established ideas rather than coming up with anything original. In this case, the subject is Arkanoid, the brick-bashing Breakout variant.

Giganoid features fifty screens of pretty background patterns and complex constructions of bricks. As usual, there are several different types of bricks; normal ones, indestructible ones, ones which need to be hit twice, and those which drop spinning canisters when hit. Along the bottom of the screen moves your bat, under mouse, keyboard or joystick control. Just keep the ball bouncing off the bricks, and pick up the canisters for bonus features, such as an extended bat, sticky bat, multiple balls, lasers, extra life and instant exit.

The brick patterns, including floppy disks, computers and geometrical shapes, aren't particularly challenging, though there's the odd tricky one where you have to flip the ball along the top of the formation to get around the indestructible bricks. However, after the first half-a-dozen levels you come to the Demons. Selecting the number of rounds, 1-4 you're faced with four sinister heads, one of which spits out a ball without warning. You get to slip as many levels as you can parry balls.

Further on you'll encounter the Gatekeepers and the Grandmaster, demons

▼ *Giganoid: sounds like Arkanoid, looks A*



WARRIOR

all) via the dream hoppers, and blue globules are used to slowly put together a picture of the scientist whose head you occupy.

If you succeed in managing to complete all three scientist's portraits, you can progress to the final section where you do battle with the ultra-nasty megademon, Ocular. There's also a strange 'interlude' section where you hop on board a strange flying Suzuki known as a Sloop (don't worry I don't understand it either!) and have a punch-up with huge green monster mateys called Wryms.

US Gold must be congratulated with producing a game that's original in both scenario and concept, something of a first for them, as well as some extremely nice graphics and sound, which deserve a mention all on their own. The Dream Warrior sprite has been very well defined and animated and is surprisingly large for a game of this type, although he doesn't actually seem to be there, instead he looks like he's floating about. The backdrops are very pretty, even if they aren't original (yet more bas-relief) and scroll smoothly enough. The Wryms have been drawn well, but unfortunately they're a bit too big for the poor old 64 to handle and the end result is a little jerky.

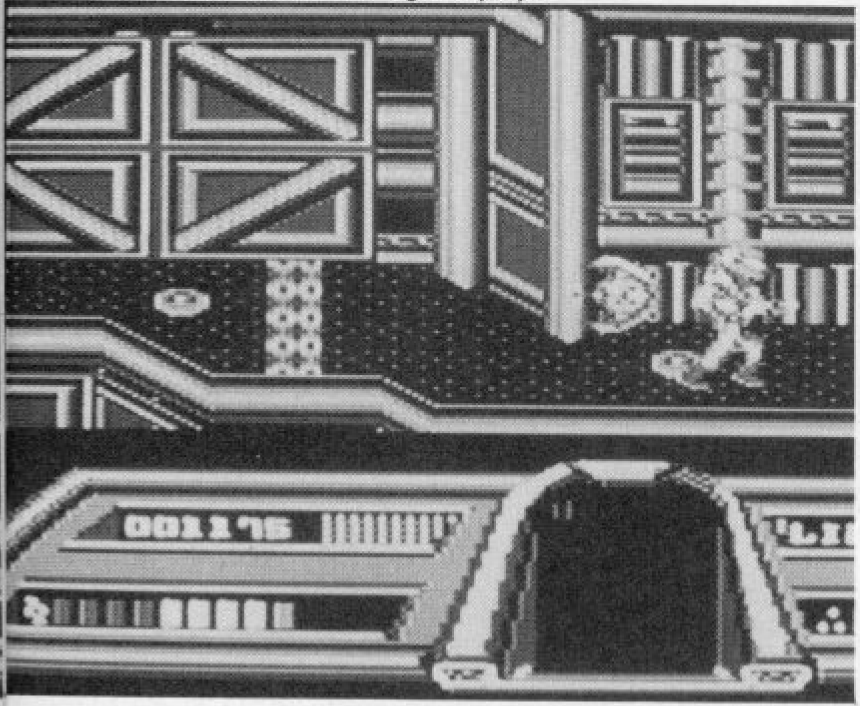
Sound is good too, albeit sparse, with a pleasant soundtrack on the title screen and reasonable in game effects.

Unfortunately, all excellent aesthetics aside, there isn't much gameplay there, and after the initial novelty of running around blasting aliens and collecting globules has worn off, there's little more to keep you coming back, which is a shame. Some excellent graphics and sound have been wasted on a mediocre game.



ite sets.

▼ *Nifty biker suit, but where's the gamesplay?*



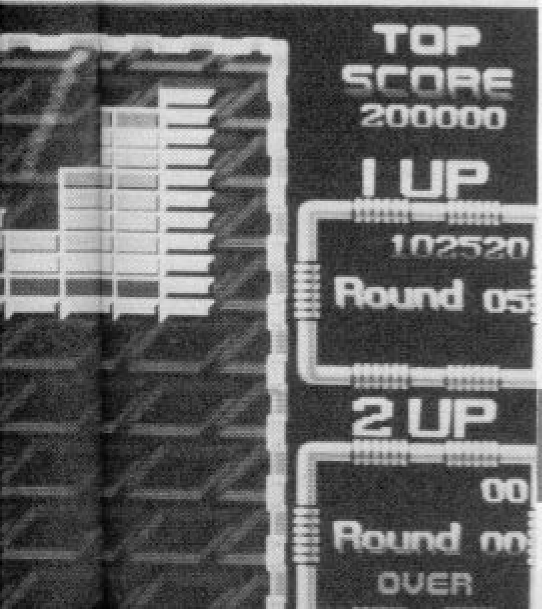
► GRAPHICS	7
► SOUND	6
► VALUE	4
► PLAYABILITY	4
► OVERALL	6

UPDATE . . .

The C64 version of *Dream Warrior* should have been released by the time you read this, along with the Spectrum and IBM PC and Amstrad versions, none of which we've seen as yet. ST and Amiga owners, however, will have to miss out on this slice of tedium, as US Gold have no plans for 16-bit versions. Oh, well. You can always dream . . .

NOID

oid, look *Arkanoid*.



▼ *"Everyone out there ready?"*



which shoot fireballs as you try to hit them.

While Giganoid doesn't feature all the aliens and gimmicks of Arkanoid or Addictaball, it does have some marvellous sound samples; a horrid growling intro sound, a shout of "Everyone out there ready!?" before each round, a didgeridoo on the high-score table, and clanging metallic percussion each time the ball hits a brick, the side, or your bat. With several balls in play, the noise starts to sound like a Def Leppard drum solo.

Entirely unoriginal, then, basically an Arkanoid clone, but great fun and smoothly programmed. If you liked Arkanoid or Addictaball, and your life isn't the same since you finished them, Giganoid is well worth a bash.

► GRAPHICS	7
► SOUND	9
► PLAYABILITY	7
► VALUE	6
► OVERALL	7

UPDATE . . .

Giganoid is the first product from Swiss Computer Arts to be handled by Microdeal. There are currently no plans for other versions.

Reviews

VIRU

C+VG HIT!

► MACHINES: ARCHMIDES ATARI ST, AMIGA, SPECTRUM.
► SUPPLIER: FIREBIRD.
► PRICE: ST £19.95, SPEC £7.95.
► VERSION TESTED: ATARI ST.
► JULIAN RIGNALL

Virus was first exposed to the public at the last PCW show; then it was called *Zarch* and was only available for the mighty Acorn Archimedes. Since then, author David Braben has been busy converting it to the Atari ST and Amiga – and the end result is nothing short of spectacular.

It's a unique game, and is as much an innovation as Ultimate's 3-D forced perspective *filmation* format was four years ago. The plot doesn't break any new grounds – the player takes command of a hoverplane and patrols a map of islands, mountains and sea, defending it from invading alien spaceships who are trying to infect the land with a deadly red virus – it's the approach and presentation that makes *Virus* very special indeed.

The action is played over a solid, true 3-D perspective world, with the player having a remote view of the hoverplane. The visual effect is incredible; the landscape is made up of an undulating subtly-coloured checkerboard of greens and browns and scrolls smoothly as the hoverplane files around. Dotted across the land are different types of trees, bushes, radar towers and houses, all of which move in smooth 3-D.

Fly upwards and the ground scrolls off the bottom of the screen; fly higher and the craft runs into glowing 'space debris', a sort of high altitude snowstorm which moves in a highly convincing parallax fashion. Giving the game an even more solid look is the ultra-realistic shadow cast by the hoverplane, which changes as the craft zooms over the gently rolling landscape. A really nice touch is seen when flying low over the sea; water drops – complete with shadows – spray everywhere as the 'plane's jet blasts the surface.

The hoverplane is mouse or keyboard controlled and tilts and thrusts in any direction. It must be said that the control method is very tricky indeed – the hoverplane responds to the slightest twitch of the mouse – but perseverence pays off, and once you're used to the way the craft pitches and yaws, flying becomes second nature. The hoverplane is also equipped with a laser cannon and three homing missiles for use against the marauding enemy.

A game begins with the hoverplane parked on the landing platform. Within a few seconds the invasion starts; the location of all enemy activity is displayed as coloured dots on a miniature scanner/map at the top left of the screen.



▲ Virus "is simply incredible . . . I've never played a game so real".


▲ Scroll too far skywards and you confront the space debris.

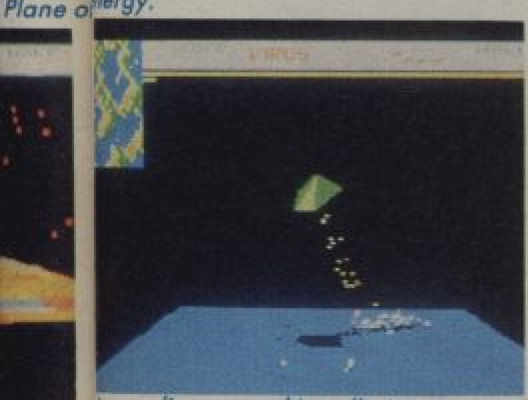

▲ An Attractor drains the Hover Plane ene


▲Deadly red alien dust falls on the land


▲ The beautiful crystal like object is a de alie



Plane o nergy.



he land. ▲ an alien ground installation.

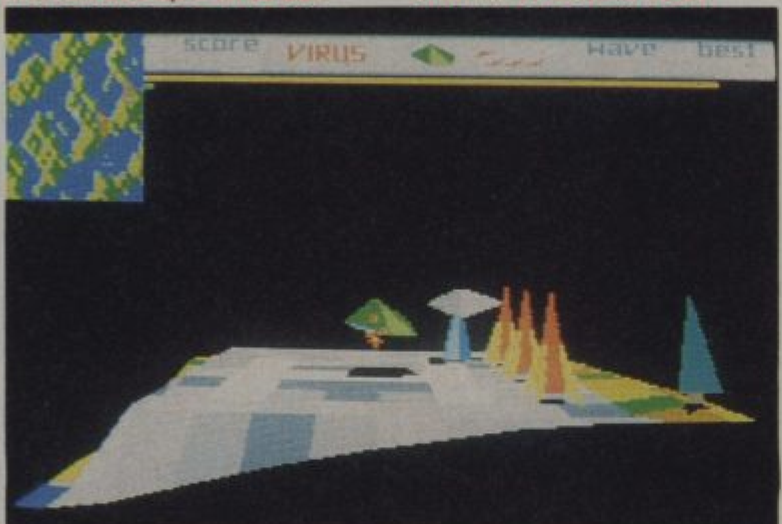


t is a de lien ship.

There are eight types of alien craft. Seeders roam around polluting the landscape with virus spray while Bombers fly at high speed dropping parachute bombs that contain cannisters of concentrated virus. Neither are aggressive. Attractors, on the other hand, fire lightning bolts at the landscape and use their tractor beam to drain the hoverplane of its energy, shown as a diminishing bar at the top of the screen. When energy is low the plane can return to the landing platform to refuel.

The other five craft are entirely aggressive. Drones trail the hoverplane and attempt to destroy it. If one shoots a tree, or bush infected by the virus, it becomes a Mutant, a similar, but bigger and more powerful craft. Pests home in kamikaze-style, and deadly Fighters boasting similar armament and manoeuvrability to the hoverplane engage in dogfights whenever they can. Finally, there's a mystery spacecraft which appears later in the game and 'may have' a lethal weapons system fitted.

Whenever a craft is destroyed, bits fly everywhere, and larger chunks of debris float slowly earthwards, smoking as they fall. Indeed, destroying anything results in a plume of smoke, and trees and the like continue to burn for long periods of time, adding to the game's realism.



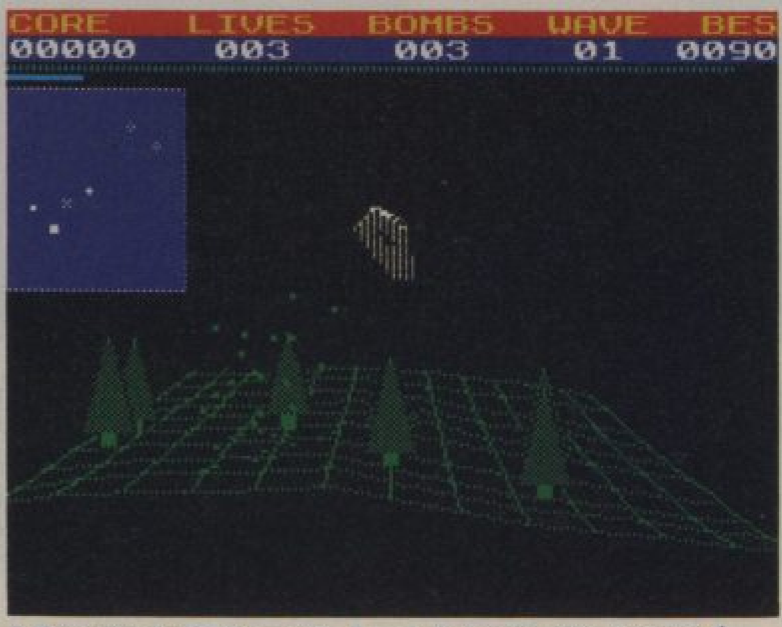
▲ *The Hoverplane casts a shadow on the undulating terrain as it flies.*

The sound effects are a little harsh and tinny, but they have been intelligently used. Each craft makes its own distinctive noise, which increases and decreases in volume as it approaches and retreats – yet another clever ploy to enhance the feeling of 'being there'.

When an entire attack fleet is destroyed a bonus is awarded for the amount of uninfected landscape remaining, and the player goes on to tackle the next, more aggressive invasion force. Every fifth wave the landscape is disinfected, and the gravity is increased on waves three, five and seven. An extra life is awarded every 5,000 points.

Virus is simply incredible. I've never played a game that has felt so real; the hoverplane's inertia, the gravity, the way the sound works and the amazing 3-D effect generated by the graphics all conspire together to make a game of classic dimensions; a landmark in 16-bit entertainment. Time and patience are required before enjoyment is gleaned, but to be honest I can't think of a game more deserving of such perseverence.

► GRAPHICS	9
► SOUND	5
► PLAYABILITY	9
► VALUE	8
► OVERALL	9



▲ *Rationlised graphics on the Speccy but game play is as good.*

UPDATE . . .

Virus is available now on the ST and Spectrum.

Commodore 64 and PC versions will also be available later in the year but no firm dates are available on these as we go to press.

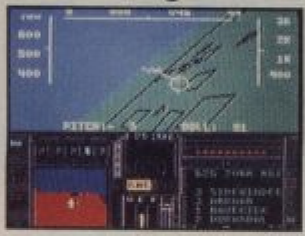
ST owning David Braben fans can look forward to a version of his first and most famous game – Elite, which is just being polished up in readiness for a late Summer launch. Amiga owners are also going to be on the Elite new version list we are informed.

If you are a *Virus* owner – and pretty nifty at it we want to hear from you.

We are offering a reward for the best strategy guide to *Virus* – so write in now.

IS REAL EXCITEMENT

Project Stealth Fighter



Concealment is your greatest weapon in Project Stealth Fighter, a simulation of America's latest and top-secret strike fighter. Pilot the F-19 on sensitive missions around the world.



Gunship

The award-winning and highly acclaimed simulation of an AH-64 attack helicopter. Master its incredible array of weaponry as you fly on over 100 missions throughout the warzones of the world.



Airborne Ranger

Your chance to join America's most elite soldiers. Airborne Ranger is a brilliant combination of arcade action and strategy simulation. You'll be sent on 12 daring missions, deep behind enemy lines.

NOW AVAILABLE SPECTRUM



PROJECT STEALTH FIGHTER, C64/128 CASSETTE £14.95, DISK £19.95
GUNSHIP, C64/128 CASSETTE £14.95, DISK £19.95, SPECTRUM 48/128 CASSETTE £9.95, IBM PC £34.95, COMMODORE AMIGA £24.95
AIRBORNE RANGER, C64/128 CASSETTE £14.95 DISK £19.95, SPECTRUM 48/128 CASSETTE £9.95.

Don't miss out on the chance to live through new and intensely exciting experiences. What could be more challenging than piloting the American Air Force's unacknowledged super-tech jet fighter, flying an advanced Gunship helicopter, or fighting critical battles as captain of a World War II submarine.

MicroProse simulations are stunningly realistic and take you to the most dangerous and thrilling environments. In the thick of the action split-second decision making and brilliant strategic thinking are essential.

Having incredible depth and playability, each simulation provides compulsive entertainment. So, inject some genuine excitement into your leisure time. The world's leading combat simulations include many all-time classics like Gunship and Silent Service, plus several great new titles.

MICRO PROSE
SIMULATION • SOFTWARE

NIG RA

► **MACHINES: ATARI ST, SPECTRUM 48K AND PLUS 3, COMMODORE 64, AMIGA, PC.**
► **PRICE: SPEC £7.99, +3 £12.99, C64 £9.99, ST £19.99, AMIGA £24.99.**
► **VERSIONS TESTED: ST+3.**
► **REVIEWER: EUGENE LACEY.**

Night Raider strikes a nice balance between simulation and arcade play whilst at the same time teaching you something useful about one of the most exciting sea battles in the history of naval warfare.

The Bismark was the pride of the German fleet in World War II and the scourge of the Royal Navy. She claimed amongst many ships the Battle cruiser Hood – before being sunk by a prolonged aerial attack from planes launched from the Ark Royal.

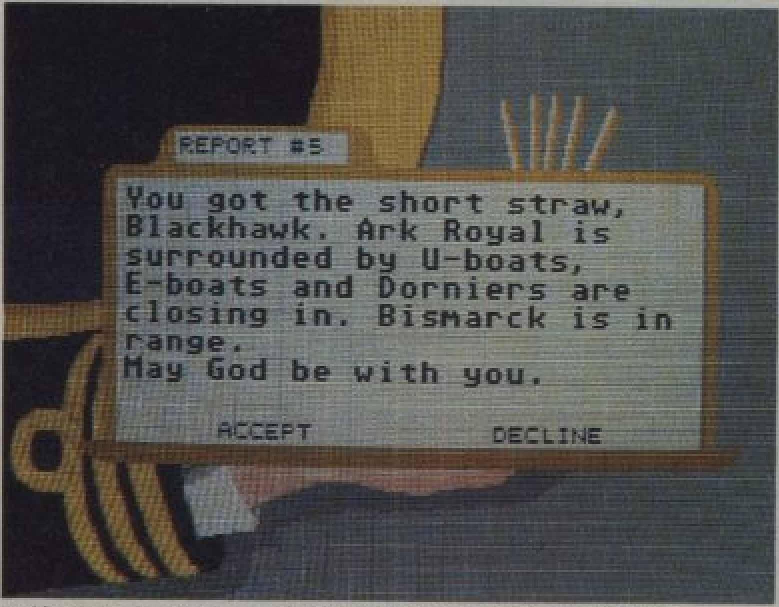
Night Raider lets you take the joystick of one of these planes as it weathers the flak and dive bombs the Bismarck to drop its torpedo.

The game has a multi-screen design – enabling you to flick from front view to tail view, cockpit controls, scrolling map of the battle theatre, and also the menu and game play options by pressing the number keys on your computer.

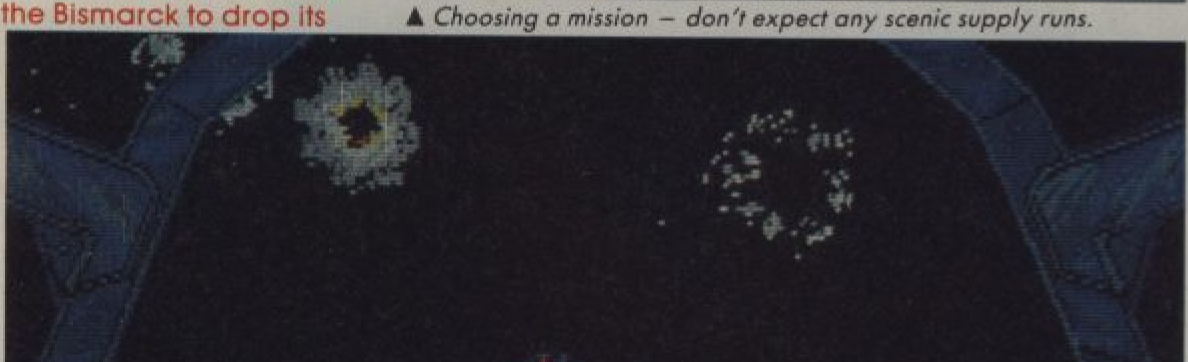
Your plane is based on the Grumman Avenger – an American designed torpedo bomber which delivered the killing death blows to the Bismarck. The game is at its best in the mission mode when the Avenger comes under attack from German fighters. It is a case of blasting away with your forward and aft guns – flicking through the screens whilst also keeping an eye on your course.

The Avenger has several controls on board which you can operate with the aid of an icon pointer which you move around the controls with your joystick. These are airspeed, altitude, artificial horizon – of particular use when flying at night, vertical speed, inverted T-bar to show the position of the rudder, brake, throttle, ignition, and torpedo.

Armements are just the torpedo and forward and tail guns. You can only load one torpedo into the Avenger so you must hit the

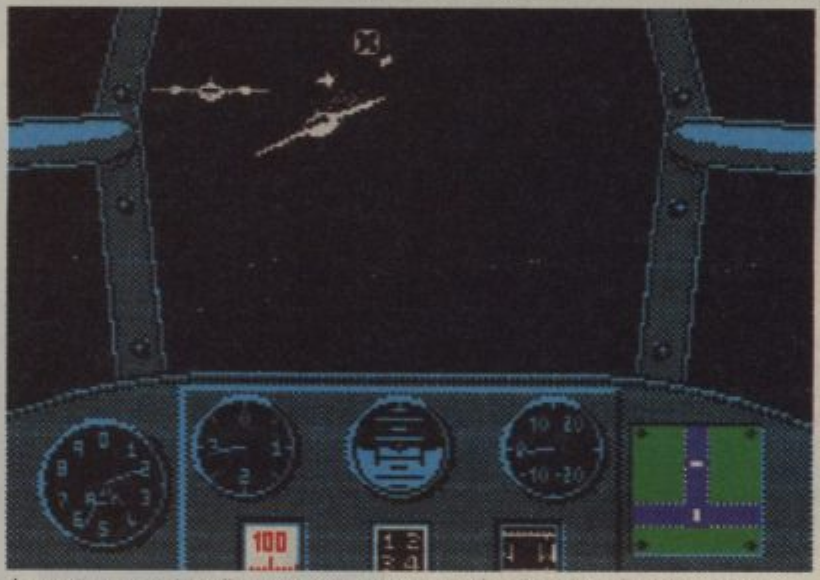


▲ *Choosing a mission – don't expect any scenic supply runs.*

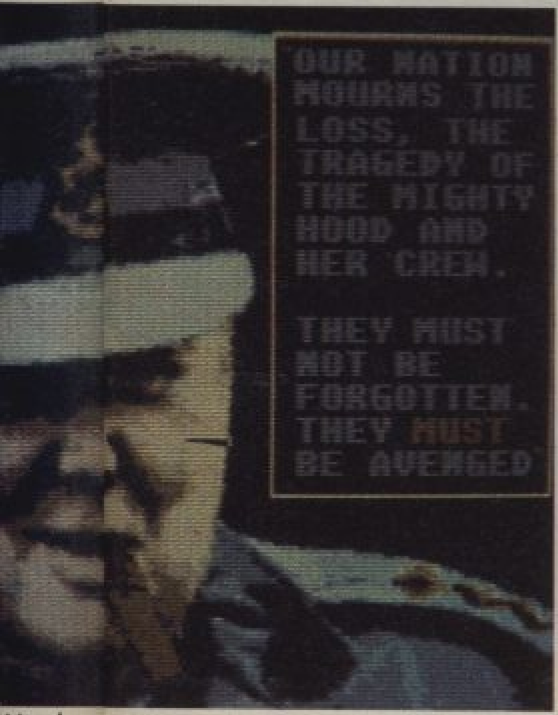

▲ *Ace pilot Ed gets a Dornier in his cross hair gun sights.*


▲ *Churchill makes a stirring digitised* –

GHT
DER



▲ *Tail gunner lets fly at two Dornier's in this Speccy Plus 3 version.*



itised spe– but only for 16-bit owners.



▲ *Scrolling map screen shows the Avenger closing on the Bismarck.*

target when you get in range.

The various controls of the Avenger sound similar to those you would expect in any flight simulation. In practice they are much easier to use than a pure simulation. The tolerance levels have been set low – so that you have a fair amount of time to put things right should you take too much flak, or over heat the engine.

Night Raider makes a justifiable claim to having a challenging strategy element. I particularly liked the mission challenges. A Commander offers a fist full of straws. Yep – you guessed it, they are pretty tough challenges, and you always draw a short straw of some description.

The scrolling map is full of enemy hazards. There are closing German fighters, U-boats, destroyers, floating mines and many other hazards. Sometimes you have two tasks to carry out at the same time – like destroying the Bismarck and defending the Hood.

Essential skills apart from the obvious ones of mastering the flight controls and perfecting aim with the torpedo you must also learn to set the course, navigate, and manoeuvre the Avenger.

There is a real knack to this – particularly when in combat. The crosshairs lock the plane into a certain course. You must therefore take the cross hairs off the screen risking attack from enemy fighters. Then quickly flick to the map screen and get your Avenger pointing in the correct direction. It is not easy but it is challenging and rewarding when you successfully correct your course and get your guns operational quickly enough to take out some incoming fighters.

The graphics are worthy of mention both on the Plus 3 and Atari ST – the two versions tested. They are solid filled on the ST but resort to 3D line drawings on the Plus 3.

Nice frills are included like a picture of Adolf Hitler with digitised speech as the Fuhrer celebrates the first victim of the Bismarck. Soon after Winston Churchill is up on screen making his famous speech about lifting the curse of Hitler "from the brow of Men".

Of course these frills are reserved for 16 bit owners – but the main game play graphics are also sound on all systems. Best of all are the German fighters – if you bag one of these they plunge most dramatically sea-words with trails of flames pouring from their tails.

Gamers old enough to remember the Dam Busters (recently out on budget) will see some un-mistakable resemblances in game design.

This is the best launch from Gremlin for some time. I found it a thoroughly enjoyable game to play. Just right for people who want something a little more challenging but don't want to plow through a thirty page manual – and get involved in save game options as for example in something like Carrier Command. Night Raider finds the middle ground most effectively.

► GRAPHICS	7
► SOUND	7
► PLAYABILITY	6
► VALUE	7
► OVERALL	7

UPDATE . . .

The ST and Spectrum versions of Night Raider are now on sale.

Expect to see the Commodore 64 version in the shops shortly. An Amiga version will follow in the Autumn.

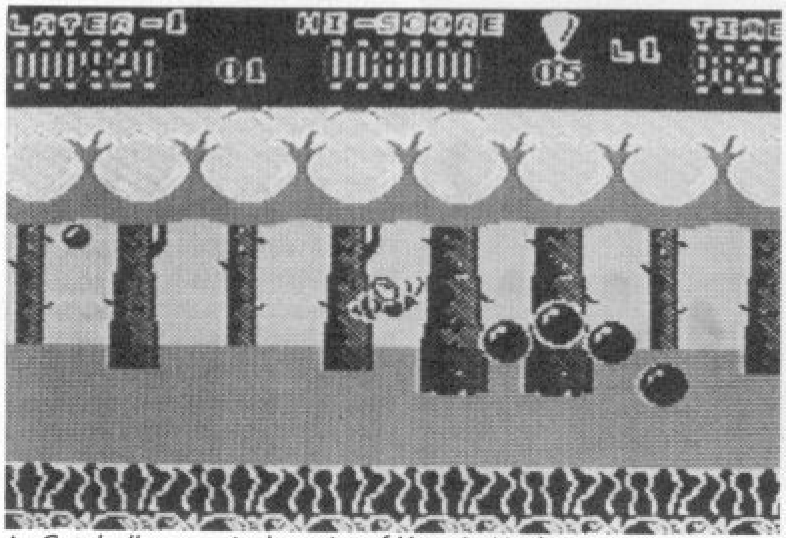
Most of the game play is identical in all versions. The Speccy employs a combination of vector line drawings and solid graphics.

Reviews

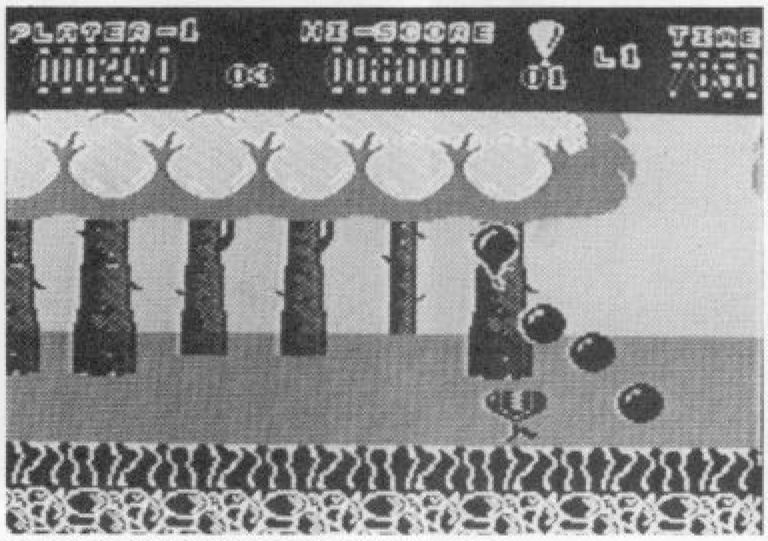
HOPPIN MAD

► **MACHINES: SPECTRUM, CBM 64, AMSTRAD.**
► **SUPPLIER: ELITE.**
► **PRICES: CBM 64 £9.99 CASS £11.99 DISK. SPECTRUM £7.99 CASS £12.99 DISC. AMSTRAD £9.99 CASS £14.99 DISK.**
► **VERSION TESTED: AMSTRAD.**
► **REVIEWER: GARY WHITTA.**

Those of you with a good memory will have taken one look at the screen-shots



▲ *Cataball returns in the guise of Hoppin Mad.*



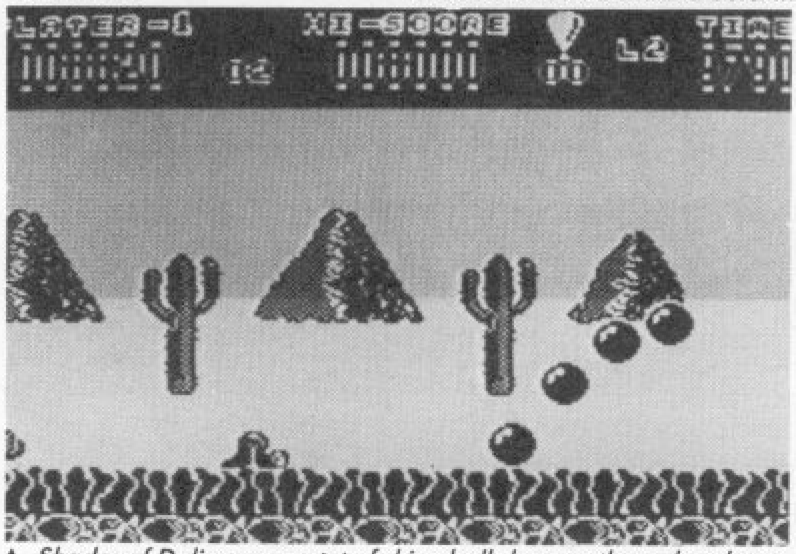
▲ *Bounce those balls and burst that balloon*

accompanying this review and thought "Hey, that looks remarkably similar to **Cataball,** one of the games on Elite's ancient 3-game compilation **Trio**". And of course you'd be absolutely right, 'cos Elite were obviously quite chuffed with the original concept for that game and have released a follow-up in the form of **Hoppin Mad.**

Taking control of four shiny bouncing balls (no smutty jokes please), your objective is to guide them, in a long caterpillar-like string, across a series of surreal landscapes, collecting floating balloons as you go.

Collect 10 balloons and you can progress to the next level. It sounds simple, but as you would expect, there are lots of nasties who are just aching to puncture your balls (stop laughing at the back!)

Nasties come in various shapes and sizes,



▲ *Shades of Dali as a quartet of shiny balls bounce through a desert.*

including a strange plant that looks like a cross between a Venus Flytrap and a Triffid, nasty mutant seagulls, fish, and oooh, just loads of other things. The levels have been reasonably well designed.

There's a **Wonderboy** style forest section, Roman ruins, a desert, a seaside and an aquatic underwater level as well as a few others that I haven't seen yet (because the game's so difficult).

And the gameplay. Rather than each ball on screen representing one life as I thought it would, each life is represented by the entire string of four, so you can lose one ball and the rest will keep bouncing on undaunted, until you lose all four and are sent back to the beginning of the level. The controls are simple enough; left and right (to accelerate and slow down) and the fire button to jump.

I wasn't disappointed by **Hoppin Mad** at all, mainly because I wasn't expecting much in the first place, having seen **Cataball.** If Elite had wanted to release a sequel, they should have done something to spruce up the gameplay and graphics rather than just add on more levels, as all they have succeeded in doing is turning a boring game into a long boring game.

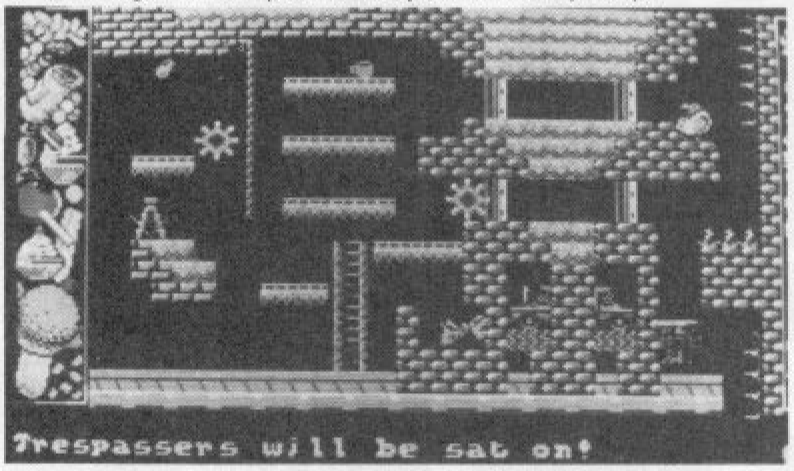
Hoppin Mad is one of Elite's few titles not to be linked to some famous coin-op or personality which just goes to show that Elite should stick to what they do best: arcade conversions or, if they're going to carry on producing original titles, make sure they're playable ones.

► GRAPHICS	4
► SOUND	3
► VALUE	4
► PLAYABILITY	5
► OVERALL	4

UPDATE . . .

All of the 8-bit versions of Hoppin Mad (Spectrum, 64 and Amstrad) have been released and are available now, but if you're an ST or Amiga owner, don't hold your breath, as Elite have no plans for 16-bit conversions.

▼ The Amiga version speaks; the Spectrum merely beeps.



CHUBBY GRISTLE

► MACHINES: AMIGA/ATARI ST/CBM 64/SPECTRUM.
► SUPPLIER: GRANDSLAM.
► PRICES:
► VERSION TESTED: SPECTRUM.
► REVIEWER: STEVE JARRATT.

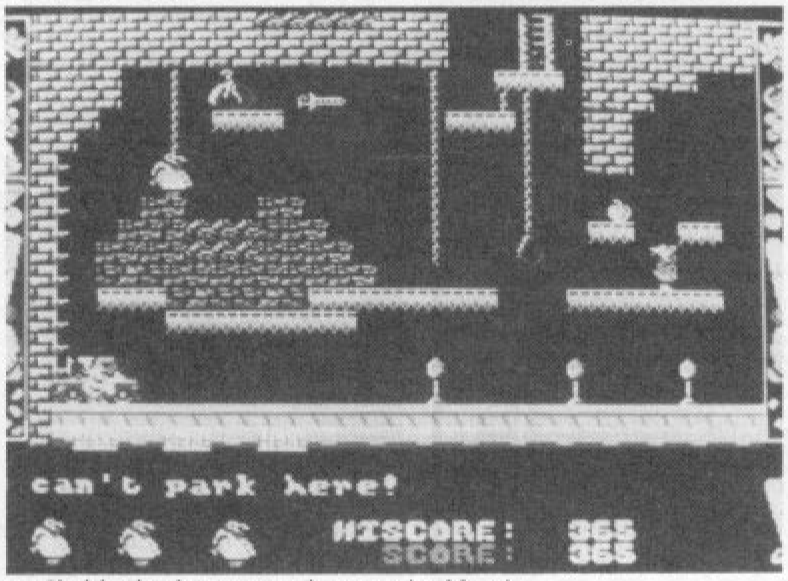
When the Amiga version of *Chubby Gristle* arrived, the whole office stopped in amazement. Not at the game mind you, but at the increasingly realistic speech: "Ye can't park 'ere", it says in a distinctly northern voice, " 'ave a word wi' commissioner". However, without the speech the game is really dull, especially the Spectrum version . . .

The aim is simple: blubberman Chubby makes his way across 13 levels of platforms, ladders, lava pits and streams in order to get home to Mrs G. and make little Gristlets.

Each screen has Monty-esque decor, comprised of the usual pot-pourri of brickwork, platforms, pillars and posts, interspersed with patterned areas for a bit of variety. However, they're neatly drawn and a lot less garish than many games of this type.

Chubby meets a selection of beings along the route, most of which are to be avoided since their touch is fatal to each of Chubby's four lives. Similarly, falling large distances results in a thinner Gristle and the removal of a life.

There are various objects scattered throughout the landscape which are collected for various effects: flashing food boosts Chubby's weight and score; objects such as money bags, coins and tools are collected for extra points; and a number of items are necessary for the completion of certain screens. For instance, the flowing stream can only be negotiated once a pair of wellington boots have been retrieved. . .



▲ Chubby lumbers around in search of food.

Released across all formats, *Chubby Gristle* has the added advantage of some excellent digitized speech on the larger machines. The Spectrum version is not afforded this luxury, and has to rely on gameplay to provide its entertainment value – an unfortunate occurence since it doesn't really have that much to offer.

In fact, *Chubby Gristle* has some very annoying faults: both the character and sprite collision detection is a bit lacking, allowing Chubby to fall through the edge of a platform and get bumped off by the nasties, even when they aren't touching.

Also, death sends Chubby back to the exit of the last screen rather than placing him near to where his demise occured. Once, it even went further, sending him back to the screen before that. I was not impressed.

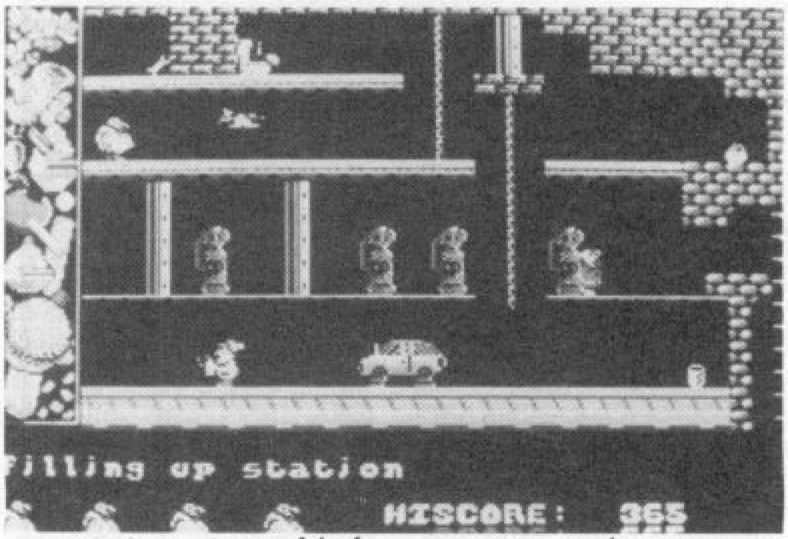
With a price tag of nearly nine quid, I'd expect a little more for my money than the archaic and unoriginal platform action on offer here.

► GRAPHICS	5
► SOUND	1
► VALUE	3
► PLAYABILITY	4

CHUBBY UPDATE . . .

It came as quite a surprise to discover that Chubby is practically identical across all formats. Although Amiga owners can laugh at the manic speech, at the end of the day what you've got is a crumby-looking platform game of three-year-old Spectrum ilk.

The Commodore version is particularly poor, being an almost direct port-over from the Spectrum, and Atari ST owners won't be impressed when they discover that the version for their machine looks alarmingly similar to the C64!



▲ Surely this guy's one of the fattest ever computer characters.

CLASSIFIEDS



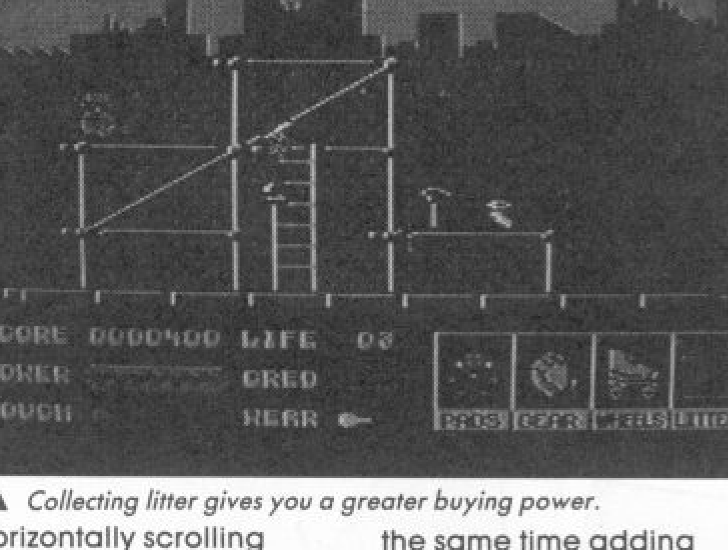
SKATE CRAZY

► MACHINES: SPECTRUM, AMSTRAD, C64.
► SUPPLIER: GREMLIN.
► PRICES: SPECTRUM £9.99/12.99, AMSTRAD AND C64 £9.99/14.99.
► VERSION TESTED: C64.
► REVIEWER: MATT BIELBY.

Skate Crazy is perhaps the world's first roller skating game. You play yer average street cred skate kid, zooming through what amounts to two games in one: a multidirectional scrolling thing where impressing the judges with your rad jumping is the order of the day, and a horizontally scrolling obstacle race. There are four levels of each, so you can either play one all the way through, or you can skip about playing rounds alternately – if you can stand the multiloading!

Sound and graphics are very good throughout, with large well defined sprites and colourful backdrops backed up by a suitable jaunty tune. Especially nice is the way the impression of skating is conveyed. When you pass over sand you crunch to a stop, oil sends you spinning out of control, and you can easily slip back down a hill if you don't have the momentum to make the crest.

Of the four city scapes, the multi-directionally scrolling skate park is the section most similar to that earlier skateboarding game, *720'*. You as the skater have to negotiate a series of flashing gates within a time limit, while at the same time adding points by kicking over cans, picking up litter and doing free style jumps which are marked by a panel of judges rather like in ice skating.



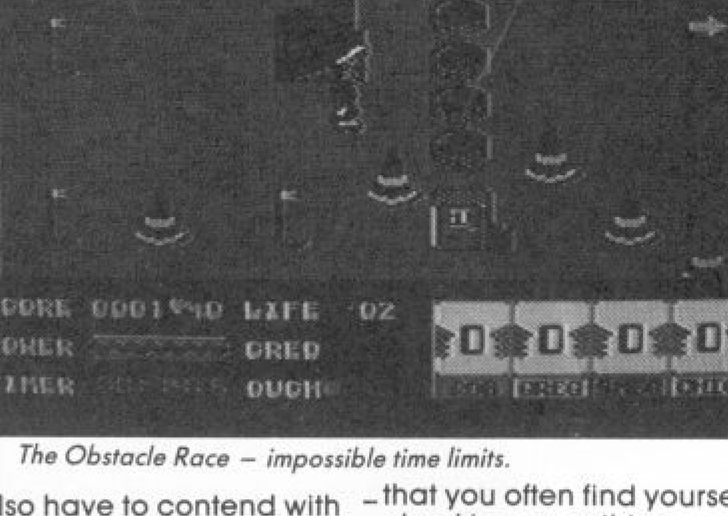
▲ *Collecting litter gives you a greater buying power.*

It's not as easy as all that though, because not only do you have to contend with bouncing balls, lethal frisbees and a whole bundle of obstacles from oil slicks to tyres, but you also have to contend with the initial difficulty of the controls. Jumping is achieved by releasing and pressing down the fire button, and managing to land the right way round after a mid air pirouette can be tricky to say the least.

One nice thing about this section of the game is that if you fail to qualify for the next round you are given another chance in a large car park where you simply have to collect a number of pieces of litter within a time limit.

Even better, though, is the horizontally scrolling section which utilises yet another control method again. Here you race along ducking some obstacles, jumping others against an almost impossibly tight time limit. The skating action is rather cleverly reproduced by the fact that you have to move the joystick back and forth to move, each movement represented on screen by a push of the skater's legs. Again collecting litter is of importance, giving you the wherewithall to purchase pads, clothes, skates etc, which improve your performance.

Jumping is achieved by pushing the firebutton, while pushing the joystick up throws some of your collected litter. The result is



The Obstacle Race – impossible time limits.

– that you often find yourself chucking everything you've collected by mistake, though if it should hit one of those birds or other creatures that spell doom for your sketer, it isn't a total waste.

— An enjoyable, varied game that still looks perfectly good alongside such other fine skating games as *Skate or Die*.

► GRAPHICS	7
► SOUND	7
► PLAYABILITY	8
► VALUE	9
► OVERALL	8

UPDATE . . .

Spectrum and Amstrad versions are both out now, and though we haven't seen them we are told that they will be very similar in all but graphics. However, there are no plans for 16 bit versions of the game.

SHEKHANA COMPUTER SERVICES – ESTAB: SINCE 1978

ACCESS – ORDER BY CREDIT CARD LINE 01-348-2907 – VISA *** FREE POSTER WITH ORDERS OVER £10.00 ***

* SOFTWARE TITLE *	SPEC CASS	SPEC DISK	C64 CASS	C64 DISK	AMS CASS	AMS DISK
Magnetron	6.50	D1	7.50	D2	—	—
Ikari Warriors	7.50	D2	7.99	D2	7.99	D2
Bubble Bobble	6.50	D1	7.50	D2	7.50	D2
Alien Syndrome	6.50	D2	7.99	D2	7.99	D2
Football Manager 2	7.99	—	7.99	D2	7.99	D2
Alt World Games	6.50	—	7.99	D2	7.99	D2
Gary Linekers	6.50	D2	7.99	D2	7.99	D2
Ramparts	7.50	—	7.99	D2	7.99	D2
Impossible Mission 2	7.50	—	7.99	D2	7.99	D2
Pacs Land	7.50	—	7.99	D2	7.99	D2
Elite	9.95	—	12.99	D3	9.95	D2
Head Alignment	7.50	—	7.50	—	7.50	—
Soldier of Light	6.50	—	7.50	D1	7.50	D2
Sorcerers Lord	10.99	—	10.99	D3	10.99	D3
Black Lamp	6.50	D2	7.50	D2	7.50	D2
Match Day 2	6.50	D2	7.50	D1	7.50	D2
Hercules	7.99	—	7.99	D2	7.99	D2
California Games	7.50	D2	7.99	D2	7.99	D2
Rastan	6.50	—	7.50	D2	7.99	D2
Teladon	7.50	—	7.50	D1	—	—
Starglider	12.99	D2	12.99	D3	12.99	D4
Last Ninja II	10.99	—	10.99	—	10.99	—
Desolator	7.50	D1	7.99	D2	7.99	D2
Football Director	7.50	—	7.50	—	7.50	—
Adv. Tac'l Fighter	7.99	D2	7.99	D2	7.99	D2
OCP Art Studio	12.99	—	12.99	D3	—	D4
Green Beret II	6.50	—	7.50	D1	7.99	D2
Gunship	7.99	D2	12.99	D4	12.99	D4
Track Suit Manager	7.99	—	7.99	—	—	—
N. Mansells G. Prix	8.99	—	8.99	D2	8.99	D2
Super Hang On	7.99	—	7.99	D2	7.99	D2
Peagus Bridge	10.99	—	—		10.99	D3
Driller	12.99	D3	12.99	D3	12.99	D3
Blood Valley	6.50	—	7.99	D2	7.99	D2
Gauntlet II	7.50	—	7.99	D2	7.99	D2
Ace II	7.99	—	7.99	D2	—	—
Dark Sceptre	6.50	—	—	—	7.50	D2
Solid Gold	7.99	D2	7.99	D2	7.99	D4
Buggy Boy	6.50	—	7.99	D2	7.99	D2
Battlefield Germany	10.99	—			10.99	D3
Rolling Thunder	7.50	D2	7.99	D1	7.99	D2
Platoon	7.99	D2	7.99	D2	7.99	D2
Time + Magick	12.99	D2	12.99	D2	12.99	D2
Garfield	7.99	—			7.99	D2
Predator	7.99	—	7.99	D2	7.99	D2
10 Hit Games (Hitpak)	8.99	—	8.99	D2	8.99	D2
Konami Collection	8.99	D3	8.99	D3	8.99	D3
Vampire Empires	6.50	—	7.50	D2	7.50	D2
Arkanoid II	6.50	D2	7.50	D2	7.50	D2
Guild of Thieves	—	D2	—	D4	—	D4
Out Run	7.50	—	7.99	D2	7.99	D2
P.H.M Peagus	8.50	—	8.50	D2	—	—
Get Dexter II	—	—	—	—	7.99	D2
Badcats	7.50	D2	7.99	D1	7.99	D2
Jinxter	—	D2	—	D4	—	D4
Pandora	—	—	7.99	D2	—	—

* SOFTW7ARE TITLE *	SPEC CASS	SPEC DISK	C64 CASS	C64 DISK	AMS CASS	AMS DISK
Flintstones	7.50	—	7.99	D2	7.99	D2
Salamander	6.50	—	7.50	D2	7.50	D2
Test Drive	—	—	8.50	D2	—	—
I.O.	—	—	7.50	D2	—	—
Power At Sea	—	—	—	D2	—	—
Advance Art Studio	21.00	—	21.00	D5	—	D5
Skate Crazy	6.50	D1	7.99	D2	7.99	D2
The Train	—	—	8.50	D2	—	—
Beyond Ice Palace	6.50	D1	7.99	D1	7.99	D2
Top Fuel	—	—	7.99	D1	—	—
Mini Office II	—	—	14.99	D4	12.99	D4
Blood Brother	6.50	D1	7.99	D2	7.99	D2
Charlie Chaplin	7.50	—	7.99	D2	7.99	D2
Knight Orc	12.99	—	12.99	D2	12.99	D4
Stealth Fighter	—	—	12.99	D4	—	—
Up Periscope	—	—	—	D4	—	—
Thunder Chopper	—	—	—	D4	—	—
Airbourne Ranger	—	—	12.99	D4	—	—
Intensity	—	—	7.50	D2	—	—
Samurai Warrior	—	—	7.50	D2	—	—
Traz	7.50	D1	7.99	D2	—	—
Target Renegade	6.50	D2	7.50	D2	7.50	D2
Shackled	7.50	D2	7.99	D1	7.99	D2
Soko-Ban	—	—	—	D2	—	—
Pink Panther	7.50	D1	7.99	D2	7.99	D2
Sinbad	—	—	—	D2	—	—
Troll	—	—	7.99	D2	—	—
Gee Bee Air Ralley	6.50	—	7.99	D2	7.99	D2
Karnov	7.99	—	7.99	D2	7.99	D2
Gutz	6.50	D1	7.50	D2	7.50	D2
Aaargh	—	—	7.99	D2	—	—
Jinxs	—	—	7.99	D1	7.99	D2
The Corporation	7.99	—	7.99	D2	7.99	D2
Arcade Force Four	8.99	D2	8.99	D2	8.99	D4
We are the Champ's	8.99	D2	8.99	D2	8.99	D2
Crosswize	6.50	D2	—	—	—	—
Time Stood Still	6.50	D2	7.50	D2	7.99	D2
Vixen	7.99	D2	8.99	D2	8.99	D2
Overlord	7.99	—	—	—	—	—
Road Blaster	7.99	D2	7.99	D2	7.99	D2
Frightmare	7.99	—	7.99	D2	7.99	D2
Bionic Commando	7.50	—	—	—	—	—
Blitzkreig	7.99	—	—	—	—	—
Animator 1	7.99	—	—	—	—	—
Artist II - 48K	12.99	—	—	—	—	—
Artist II - 128K	14.99	—	—	—	—	—
Elite Hitpak 3	8.99	D2	8.99	D2	8.99	D2
Napoleon At War	7.99	—	—	—	—	—
Desert Rats	7.99	—	—	—	7.99	—
Chuck Yeagers	—	—	8.50	D4	—	—
Theatre Europe	4.99	—	4.99	9.99	4.99	9.99
Magnificent 7	7.99	D3	8.99	D3	8.99	D3
Live Ammo	7.99	D2	8.99	D2	8.99	D2
Dark Side	7.99	D2	7.99	D2	7.99	D2
The Pawn (SP128K)	12.99	D3	—	D4	—	D4
Ring Wars	7.99	D2	7.99	D2	7.99	D2

* SOFTWARE TITLE *	ATARI ST	AMIGA
Starglider II	19.99	19.99
King of Chicago	—	24.99
Carrier Command	19.99	19.99
Dungeon Master	19.99	—
Badcats	16.99	19.99
Inter'nal Soccer	16.99	16.99
Time & Magick	16.99	16.99
Sinbad	—	24.99
Leathernecks	16.99	16.99
Hotball	19.99	19.99
Impossible Mission 2	16.99	—
Black Lamp	16.99	—
Xenon	16.99	16.99
Bards Tale 1	22.99	22.99
Bionic Commandos	16.99	21.00
Red October	19.99	19.99
Obliterator	19.99	19.99
Test Drive	22.99	22.99
Return to Genises	16.99	16.99
Football Manager 2	16.99	16.99
Soccer Supremo	12.99	12.99
Gold Runner II	16.99	—
Ikari Warriors	12.99	—
Beyond Ice Palace	16.99	—
Buggy Boy	16.99	—
Gauntlet II	16.99	—
Thunder Cats	16.99	—
Pink Panther	16.99	16.99
Aaargh	16.99	—
Ice Hockey	19.99	19.99
Indoor Sports	19.99	19.99
Interceptor	—	22.99
3D Helicopter Sim'r	19.99	19.99
Strike Force Harrier	19.99	19.99
Barbarian (Palace)	12.99	16.99
Barbarian (Psy)	19.99	19.99
Renegade	16.99	—
Defender of Crown	24.99	24.99
Scenery Disk Eleven	19.99	19.99
Flight Simulator II	34.99	34.99
Captain Blood	19.99	—
Road Wars	16.99	16.99
Three Stooges	19.99	24.99
Bobble Bobble	16.99	16.99
Legend of the Sword	16.99	16.99
E.P.T.	19.99	19.99
Gunship	19.99	—
Jinxter	21.00	21.00
U.M.S.	19.99	—
Desolator	16.99	
Spitfire 40	19.99	—
Pandora	16.99	16.99
Maraunder II	—	29.99
Disector ST	24.99	—
Vixen	17.99	17.99
Flintstones	16.99	16.99

*** SEGA ****	
Sega Master System + free game	99.95
3-D Glasses	39.99
Sega Joystick	14.99
Konix Joystick	12.99
Light Phasor	44.95
Quick Shot J/stick	14.99
Transbot	14.95
Super Tennis	14.95
Choplifter	19.95
Black Belt	19.95
Action Fighter	19.95
Pro Wrestling	19.95
Shooting Gallery	19.95
Space Harrier	24.95
Rocky	24.95
F-16 Fighter	14.95
Astro War'r R+Pit Pot	19.95
Out Run	24.95
Teddy Boy	14.95
The Ninja	19.95
World Grand Prix	19.95
Enduro Racer	19.95
Alex Kidd	19.95
Secret Command	19.95
Fantasy Zone	19.95
Bank Panic	14.95
Missile Defence 3D	24.95
World Soccer	19.95
Zillion	19.95
Gangster Town	19.95
Kung Fu Kid	19.95
Maze Hunt 3-D	24.95
Great Golf	19.95
Fantasy Zone II	24.95
After Burner	24.95
Global Defence	19.95
Zaxxon – 3-D	24.95
Alien Syndrome	24.95
Cube Zone	19.95
Rescue + Mission	19.95
Zillion II	19.95
Alex Kidd II	24.95
Super Wonder Boy	24.95
Spy v Spy	14.95
*** NINTENDO ***	
Control Deck	99.99
Deluxe Set	160.00
Gumshoe	29.99
Wild Guman	29.99
Soccer	19.99
Urban Champion	19.99
Kung Fu	19.99
Mach Rider	29.99
Tennis	19.99
10 Yard Fight	19.99

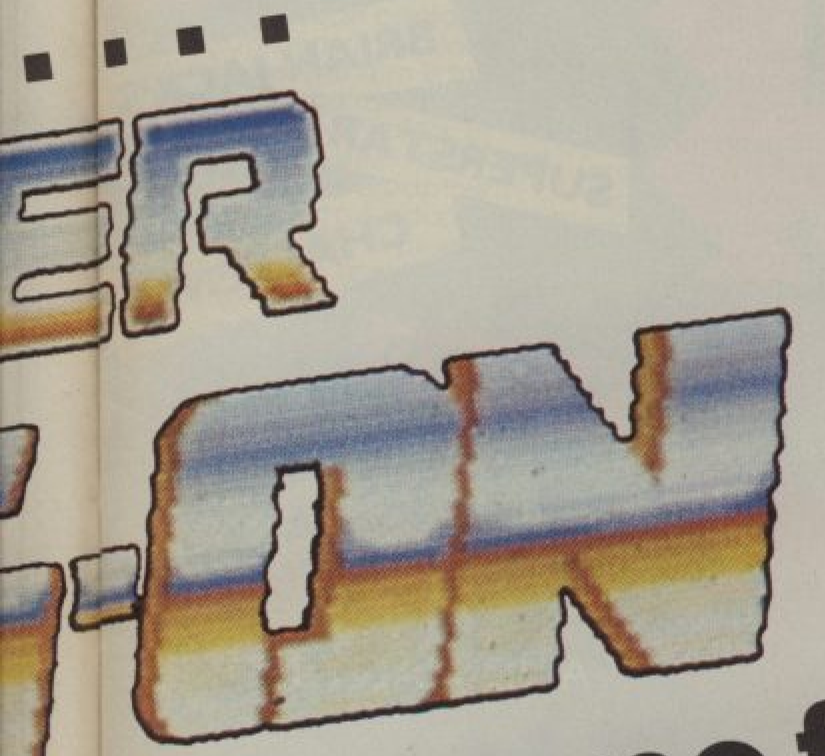
ACCESSORIES/UTILITIES	
+C64C Connoisseur Pack	189.99
+C64C Computer	129.99
+C2N Data Recorder	29.99
+Neos Mouse + Cheese	29.99
+Accelerator + D. Drive	129.99
+Acc'lor + Geos + F.M.	149.99
+1 Mega D Drive (Amiga)	114.99
+3.5 Disk Drive (ST)	114.99
+Final Cartridge 3	39.99
+Action Replay MK.4	29.99
+Action Replay Proff	34.99
+Enhancement Disk	7.99
Expert Cartridge + ESM	29.99
Freeze Machine	28.99
F.M. Utility Disk	7.99
Reset Switch	7.99
Plus 2 or C64C cover	4.99
10 x 3" Disks	26.99
10 x 3.5" Disks	14.99
10 x 5.25 Disks	7.99
Multiface 128K	44.99
Multiface 3	44.99
Multiface 3 + T. Port	49.99
Kempston Interface	8.99
Duel Port Interface	12.99
Plus 2 J/Stick Lead	4.99
Plus 3 Recorder Lead	4.99
J/St Ext Lead — (ST)	7.99
Auto Fire Adaptor	4.99
+ Mouse Mat	4.99
Atari ST Dust Cover	6.99
Slimline Keyboard	19.99
*** JOYSTICKS ***	
IBM Joystick	19.99
IBM Joystick + Card	39.99
Fantasic Joystick	6.99
Quick Shot II	9.95
Quick Shot II Turbo	14.95
Konix Joystick	11.99
Konix + Autofire	12.99
Euromax Professional	19.99
Euromax Non Auto-Fire	16.99
Cheetah Mach 1 Plus	14.99
Cheetah 125 Special	12.99
Cheetah 125+	8.99
Comp Pro 5000–Black	14.99
Comp Pro 5000–Clear	15.99
Comp Pro 5000–Extra	16.99
Comp Pro 5000–BBC	17.99
TAC 2	10.99
TAC 3	12.99
TAC 5	13.99
Starfighter	9.99
Slik Stick	6.99
Economy J/Stick	6.99
Cruiser Joystick	9.99

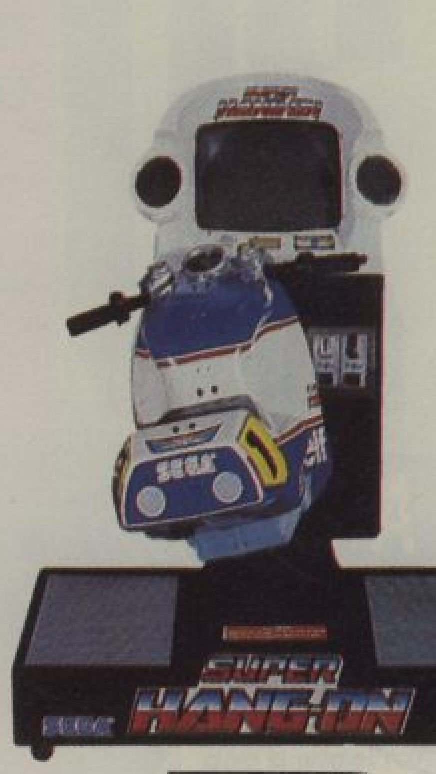
Also available on disk format D1 = £10.99, D2 = £12.99, D3 = £14.99, D4 = £16.99, D5 = £21.00

MAIL ORDER CUSTOMERS
For mail order please make chq/P.O. payable to S.C.S. (CVG), 655 Green Lanes, London. N8 0QY. P+P included in the U.K., Europe add £1 per item, elsewhere add £2. Add £5 for all machines for P+P U.K. only). Send S.A.E. for free list. Please specify machine type in order. + items only available from655 Green Lanes. N8.

PERSONAL CALLERS
Personal callers can pick up discount software as above on production of this advert at either S.C.S. 221 Tottenham Court Road, London W1 (near Goodge St Station) or S.C.S. 655, Green Lanes, London N.8. 0.Q.Y. (Nearest tube stn Turnpike Lane).

CREDIT CARD HOLDERS
Access and Visa card holders ring 01-348-2907, 01-340-8565, 01-631-4627 Credit card orders despatched same day – subject to availability. Please note we also now sell telephones, cordless, cellular, Pabx, accessories.answer, fax, copiers, shredders, calculators, machines. Ring: 01-436-9590

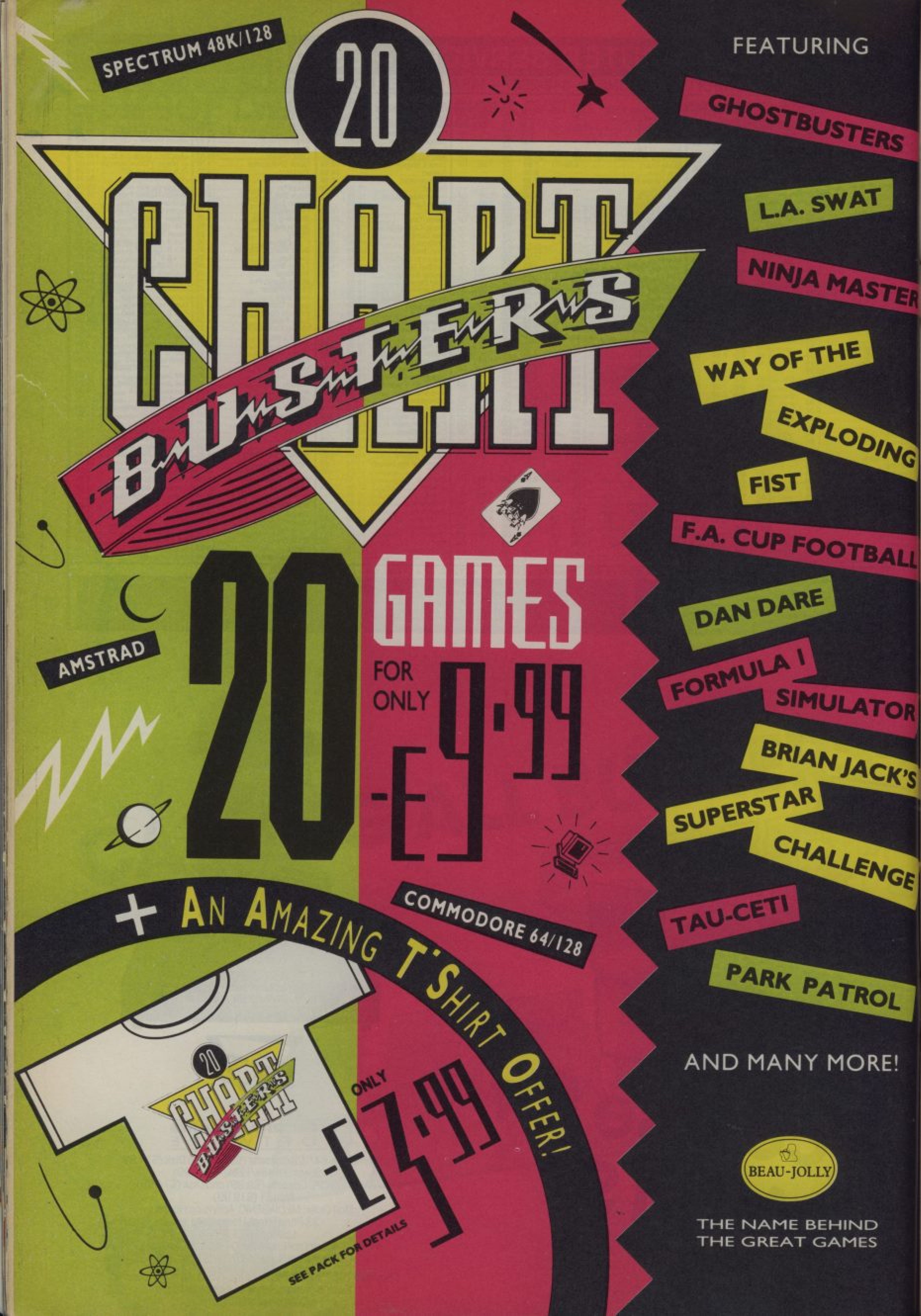




...is on course for the Atari ST

ELECTRIC DREAMS
SOFTWARE

Commodore 64/128 Cassette (£9.99) and Disk (£14.99)
ZX Spectrum 48k/128k/+ (£9.99)
Amstrad CPC Cassette (£9.99) and Disk (£14.99)
Atari ST (£19.99)
Mail-Order: MEDIAGENIC, Activision House,
23 Pond Street, Hampstead,
London NW3 2PN
Customer Enquiries: 01-431 1101
Technical Support: 0703 229694



SPECTRUM 48K/128
20
CHART BUSTERS
AMSTRAD
20 GAMES
FOR ONLY £9.99
COMMODORE 64/128
+ AN AMAZING T'SHIRT OFFER!
ONLY £3.99
SEE PACK FOR DETAILS
FEATURING
GHOSTBUSTERS
L.A. SWAT
NINJA MASTER
WAY OF THE EXPLODING FIST
F.A. CUP FOOTBALL
DAN DARE
FORMULA I SIMULATOR
BRIAN JACK'S SUPERSTAR CHALLENGE
TAU-CETI
PARK PATROL
AND MANY MORE!
BEAU-JOLLY
THE NAME BEHIND THE GREAT GAMES

DESOLATOR

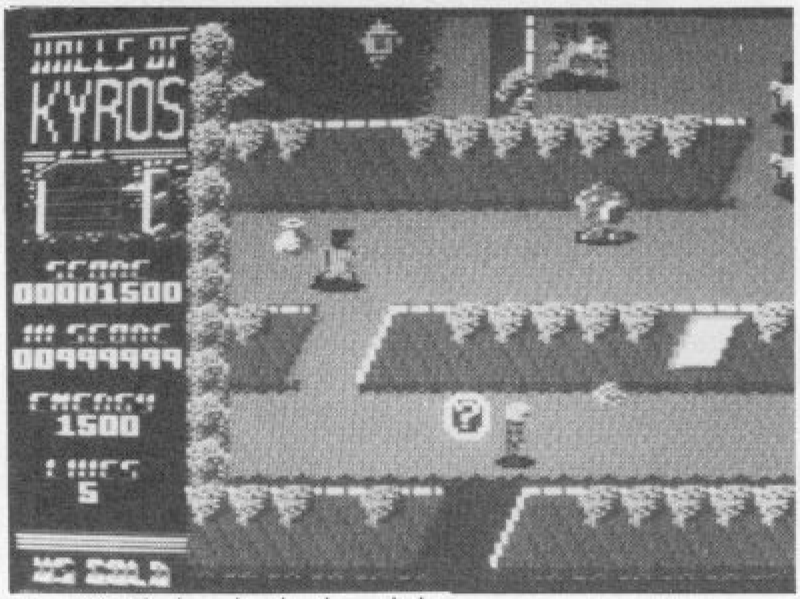
► MACHINES: AMSTRAD/ATARI ST/SPECTRUM/CBM 64.
► SUPPLIER: US GOLD.
► PRICES: SPECTRUM £8.99 CASS £12.99 DISK/CBM64 £9.99 CASS £14.99 DISK/AMSTRAD £9.99 CASS £14.99 DISK/ATARI ST £14.99.
► VERSION TESTED: SPECTRUM.
► REVIEWER: STEVE JARRATT.

US Gold's ***Desolator*** is based on the little-known Sega coin-op, ***Halls of Kairos*** (perhaps 'unknown Sega coin-op' might be a better phrase, for no-one I know has even seen the machine!).

Involving the exploits of the imaginatively titled hero, Mac, the player is sent on a rescue mission inside the forbidding walls of the castle owned by the great Satan, Kairos.

The castle interior scrolls vertically down the screen as Mac wends his weary way through corridors and chambers of the stone fortress. The aim is to release the many tiny infants – or 'Peters' (!) – who have been captured and are held captive within mirrors adorning the castle walls. A press of the fire button sees Mac shatter each mirror with a mighty punch, allowing the children to escape and scurry about. Mac then attempts to collect the rampaging kiddies before they disappear off-screen. On collecting six Peters, a temporary Power-up is granted, turning Mac into the invincible machoman and enabling him to cut a swathe of destruction through the castle without gaining so much as a scratch.

Castle Kairos is a veritable menagerie, containing a variety of wierd and wonderful opponents to beat. Depending upon the version played there are

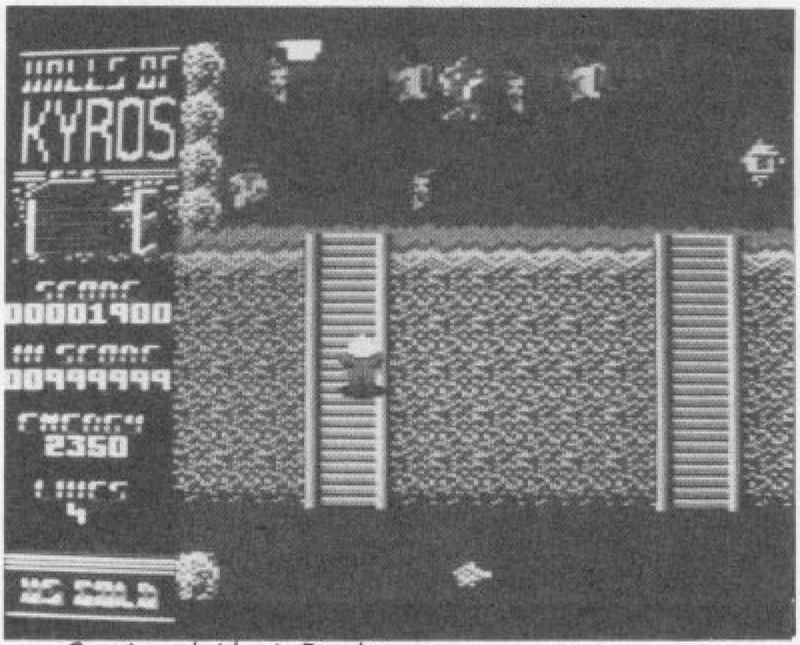


▲ *Mac the hero battles through the Halls of Kairos.*

up to ten different adversaries, ranging from moronic henchman who simply wander around sapping Mac's energy on contact, to the dreaded Kairos himself. Mac's punching abilities are not limited to inanimate objects, however, and he repels his aggressors with a single deft blow.

Further opposition is provided in the shape of laser-spitting ornaments, land mines and barrels which roll around the floor. According to the instructions, punching barrels turns them into weapons which Mac can then use. I tried this repeatedly but simply got rolled over: either this function wasn't working on the review copy – or it's incredibly difficult to affect.

Mac's mission is aided by activating a large arrary of devices which have differing, but generally destructive effects on visible characters. He can also collect a limited supply of bombs and perform acrobatic forward 'flips' – in practice, a totally useless activity.



▲ *Crossing a bridge in Desolator.*

The action offered by ***Desolator*** isn't the most original or interesting I've ever seen. Progress is slow and the gameplay is marred by niggling faults, such as the fact that Mac can't move and punch at the same time. The incessant hordes of enemies which constantly assail our poor hero also help to make this game a rather short affair.

Overall, *Desolator* is an average game that offers a reasonable amount of entertainment – take it or leave it.

► *GRAPHICS*	*7*
► *SOUND*	*4*
► *VALUE*	*6*
► *PLAYABILITY*	*5*

UPDATE

The Commodore 64 version is colourful and loud, but is let down by its gameplay. It's just far too easy. Another big niggle is the very awkward and clumsy multiload, which disrupts play very badly. The same can be said for the Amstrad version.

The Atari ST version has extra features not seen in the 8-bit versions, including extra weapons and a wider range of enemies. The graphics are also far better than the 8-bit versions. Still, there's no getting away from the fact that there are only four levels to battle through, and at £20 many experienced ST gamers mightn't think that enough to spend their cash on.

BARBA

Reviews

► MACHINES: SPECTRUM/COMMODORE 64/AMSTRAD/ATARI ST/AMIGA.
► SUPPLIER: PALACE.
► PRICE: £9.99 SPEC/C64 AMS CASS £12.99 C64 DISK £14.99 SPEC/AMS DISK £19.99 ATARI ST/AMIGA.
► VERSION TESTED: C64.
► REVIEWER: JULIAN RIGNALL.

Palace's classic slicin' 'n' dicin' game caused quite a stir when it was released this time last year, and the sequel looks set to follow in its footsteps.

There can't be many who don't remember the extensive advertising campaign that heralded the product – Palace cleverly used pictures of a very scantily-clad Maria Whittaker to promote their game, which whipped up considerable public debate. The game itself is brilliant; a very gory one-on-one sword fighting game featuring such delights as blood spurts, a fabulous decapitation sequence and an obnoxious little green hunchback who boots about the severed heads of the defeated. Needless to say it caused an outrage when it appeared and, because of that, sold in vast quantities.

Later on 16-bit versions were released, sporting similar gameplay, but incredible sampled groans and screams – and of course improved graphics.

Barbarian II bears some similarities to its prequel; it features the same characters, and has the same graphic style and sick humour of the original, but the gameplay is sufficiently different. Basically it's an arcade adventure; there's still plenty of bloody fighting action, but the essence is on locating and picking up the right objects to complete the mission.

The plot is very straightforward: the Barbarian has freed Princess Mariana from the clutches of Drax the evil scorcerer, who has fled to his dark castle and is currently plotting his revenge on the Jewelled Kingdom. He must be stopped, and the only people capable of doing so are the Barbarian and Princess Mariana.

At the start of a game the player chooses either Princess Mariana or the Barbarian. She is armed witha death-dealin' sword, while he brandishes a

▼ *There is nothing jolly about this green giant.*



▼ *Recognise this little head-kicking gremlron*



▼ *Superb detail and definition in the ST version as Barby tackles the dragon dinosaur.*



▼ *A puff of green smoke as Barby wastes a m*



ARIAN II

stonking great axe – ideal for hacking apart any undesirables. Both have similar fighting abilities and can perform a variety of attacking moves, including a front kick, head chop and the deadly flying neck chop, which often has spectacular results. The hero and heroine can also run and jump, which is useful for crossing the pools of green slime and bottomless pits that are frequently encountered.

The player starts the quest with five lives, each with a set amount of energy, represented by a bar at the top of the screen. As hits are sustained the bar shrinks, and if it diminishes entirely, a life is lost. A life is lost outright if the player falls down a pit.

The action is set over three flick-screen levels, each of which has 28 screens. The player can move left or right onto the next screen, or 'into' the screen when a door or cave entrance is present. As the player progresses through a level, the direction he walks constantly changes; fortunately there's a compass at the bottom of the screen to avoid confusion and make mapping easier. The objective on each level is to locate and pick up two different objects. When both items have been collected the level is completed, and the next one loads from cassette.

The Wasteland outside Castle Drax is the first port of call; an inhospitable landscape inhabited by a very nasty range of creatures. Pink, bald mutant chickens attack an intruder by pecking at knee height, but can be swiftly killed by a few swipes of a sword or axe. Worse are Stabbers, green bipeds which have a sharp knife protruding from their stomachs. Saurian Beasts, apes and Floaters also make an appearance, but by far the most deadly are the Neanderthal men who stomp about the landscape armed with skull-caving clubs.

Next comes the Dungeon; a dark, dank and dangerous place. Here, carnivores roam, ready to wrestle a hapless adventure to the ground and rip at the throat with its sharp fangs. Green, skinny Orc guards maraud about with their swords at the ready, and cave trolls prove hardy foes in combat. There are also scuttling crabs, slithering things and scorpion-like stingers to keep the player on his toes.

Finally there's the Dungeon, a maze of doors, pits and highly dangerous creatures. Giant grubs, floating eyes and aptly-named gobblers provide the least of worries;

gremlin from Barbarian 1.



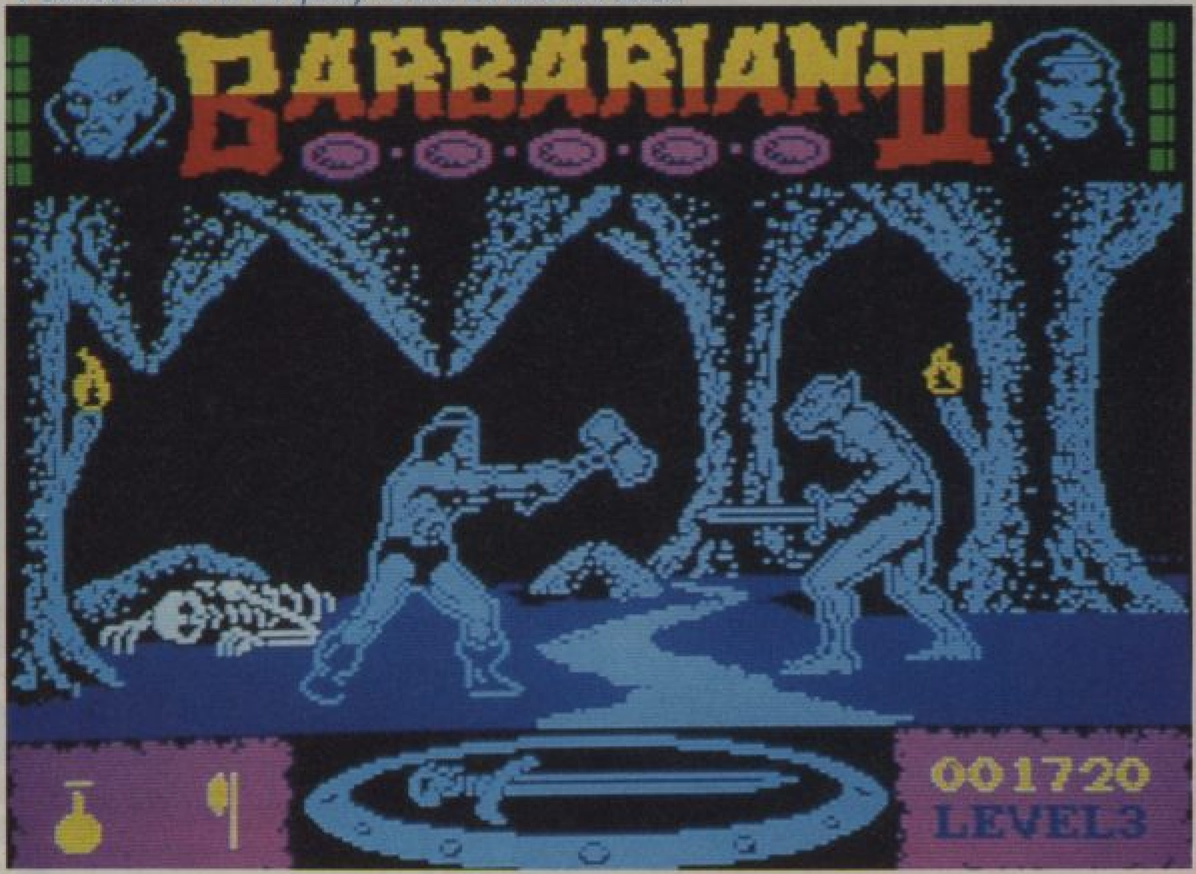
wastes a nasty with his axe.



▼ A hulk of ad-manager-like proportions confronts our hero.



▼ Limited colours on the speccy version but excellent detail.



BARBARIAN II

Reviews

the pit monsters on the other hand are very dangerous. These purple horrors lurk in pits and reach up and grab anyone who tries to leap over, dragging them down to their doom. Players of Barbarian I should recognise the Orclets – they're little green hunchbacks with wicked grins and a peculiar affinity for kicking about severed heads – only this time they're armed with axes and it's your head they want!

The great, fat, Dungeon Master also makes an appearance, and kicks and punches as soon as the player draws near.

When the two dungeon objects are collected, the player enters the Sanctum of Drax, a three-screen-long room where a Living Idol and giant fire-breathing Demon lie in wait. On the final screen Drax himself appears . . . and it's kill or be killed.

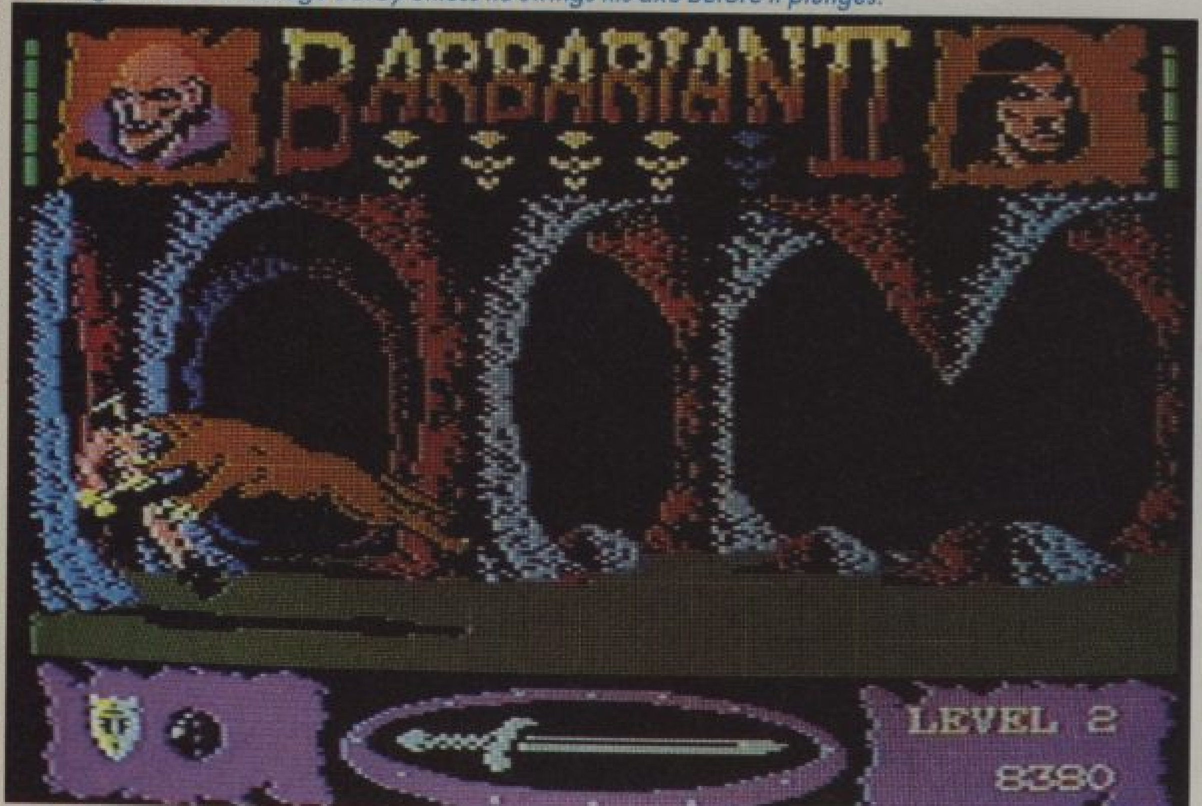
Barbarian II is an incredible-looking game. The graphics are absolutely superb, with amazing sprite animation and visual effects. There are so many neat touches, like the skull being spat out when a pit monster drags the player down, and the Dungeon Master's heart dropping out when he's on the receiving end of a flying neck chop – gore fans will certainly enjoy the action! The sound effects are very good too, particularly the Dungeon Master's laugh!

The game itself is both enjoyable and challenging, with plenty of mapping and hacking required to defeat Drax. That, coupled with the brilliant visual presentation and choice of characters results in a game that'll keep you hacking long into the night.

If you're fed up with blasting aliens and want some REAL action, look no further than *Barbarian II.*

► GRAPHICS	9
► SOUND	8
► VALUE	7
► PLAYABILITY	9
► OVERALL	9

▼ *The giant cat will savage Barby unless he swings his axe before it plunges.*



Woops – Barby almost loses his balance after leaping the well.



UPDATE . . .

Barbarian II's gameplay is identical on all formats, with the same map, objectives and control method as the 64 version. The 16-bit versions, however, will feature improved graphics and fabulous digitised sound, including speech, thuds, splats and crashes – look out for them!

C+VG HIT!

Win our Review Copy

Here is your chance to win a signed copy of Barbarian II – the Dungeons of Drax. Signed not only by the lovely Maria Whittaker but also by top games reviewer Julian Rignall. We have a doubly signed copy of the Spectrum, ST, and Commodore 64 versions to give away.

In ancient times female warriors looked very different to the sexy, page 3 image of Maria Whittaker. They were rough and tough and could hack it with the men.

To win your signed copy of the game all you have to do is tell us the name of the famous female Anglo Saxon warrior who led her armies into battle from her chariot.

Warrior's Name ....

Your Name ....

Address ....



BARBARIAN II COUPON NUMBER 2

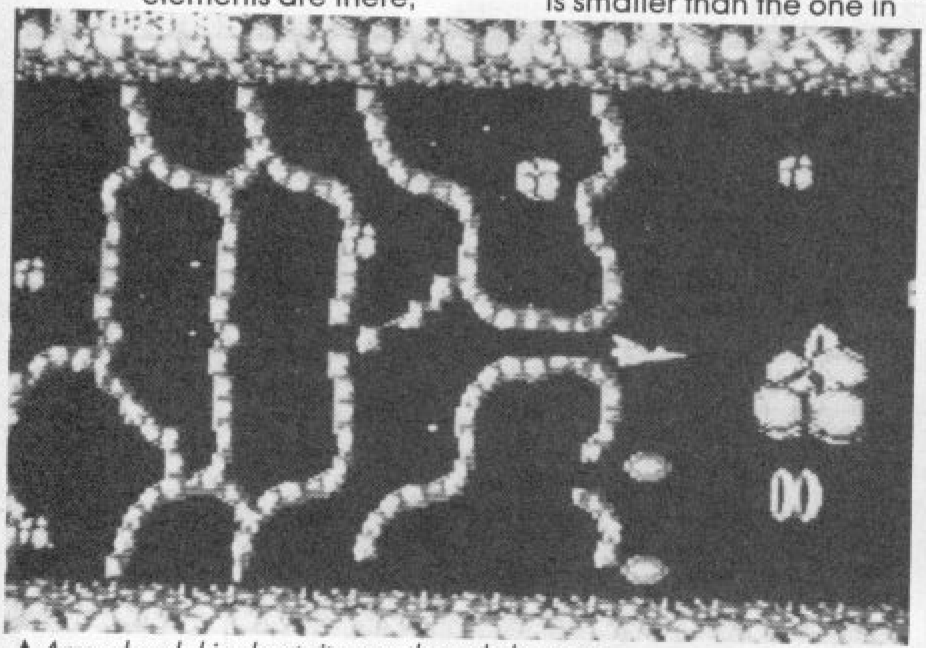


AAAAARGH!
WHERE'S SUPER THIEF?!

SALAMANDER

- **SALAMANDER.**
- **MACHINE: COMMODORE 64.**
- **SUPPLIER: OCEAN.**
- **PRICE: £9.95 TAPE/£12.95 DISK.**
- **REVIEWER: CHRIS JENKINS.**

Salamander is, of course, the sequel to the coin-op Nemesis, and all the same elements are there; special weapons, attacking aliens, huge mutations, hostile environments. But then, you could say that about Io, SlapFight, R-Type, and dozens of others . . .



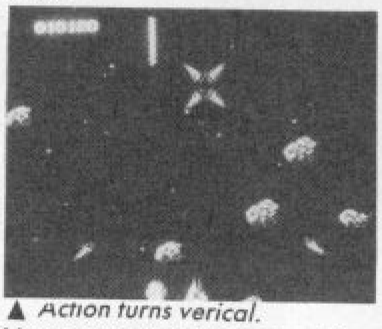
▲ *Arrow head ship shoots its way through the maze.*

Still, Salamander is a classy conversion of the coin-op. The most impressive bit (apart from the non-stop funky music and sound effects) is the way in which the sprite routines have been fiddled to give squillions of objects dashing around the screen at the same time.

Admittedly, most of them are missiles, but to keep everything going without loss of speed at even the hairiest moments is a great achievement (and one which Io can't boast).

Most of Salamander is a horizontally-scrolling format, though on some levels there are vertically-scrolling sections. One or two players can compete, flying through the six levels which take you over the surface of the planet Latis, through an asteroid storm, over a volcanic landscape, through a mechanoid base, through sub-space, and finally to the final fortress level.

Control of the ship, which is smaller than the one in Nemesis, is pretty smooth. As you'd expect, if you can destroy a whole flight of aliens, they leave behind a weapon pod which you fly over to pick up. Features include speed-ups, whirling laser pods, two-way and three-way lasers, and spinning energy bolts. Once you have picked up a selection of these, the screen becomes filled with missiles every time you hit the fire button.

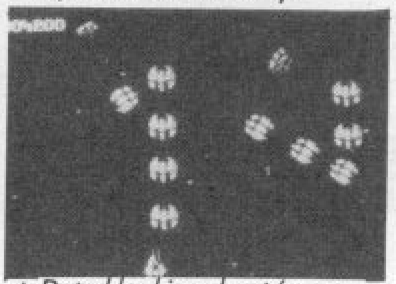


▲ *Action turns verical.*

The poor aliens subjected to this barrage include simple dancing rings, flapping space-birds, giant flamingoes, and the most hideous guardians at the end of each level. The demon-headed snake at the end of level three is a particular horror, requiring dozens of head-shots to polish it off.

But the landscape is just as dangerous; huge claws reach for you, jets of flame shoot from the surface, and networks of tendrils actually reform as you attempt to shoot your way through them. In some places it's important to develop the correct pattern of movement and shooting if you hope to blast your way through.

If you're terminally damaged, your ship just flashes, disappears, and reappears at the left hand side of the screen, giving your a few seconds of invulnerability before the mayhem starts again. You do, though, get the chance to recapture any weapons pods which you dropped (if you're fast enough).



▲ *Dated looking shoot 'em up.*

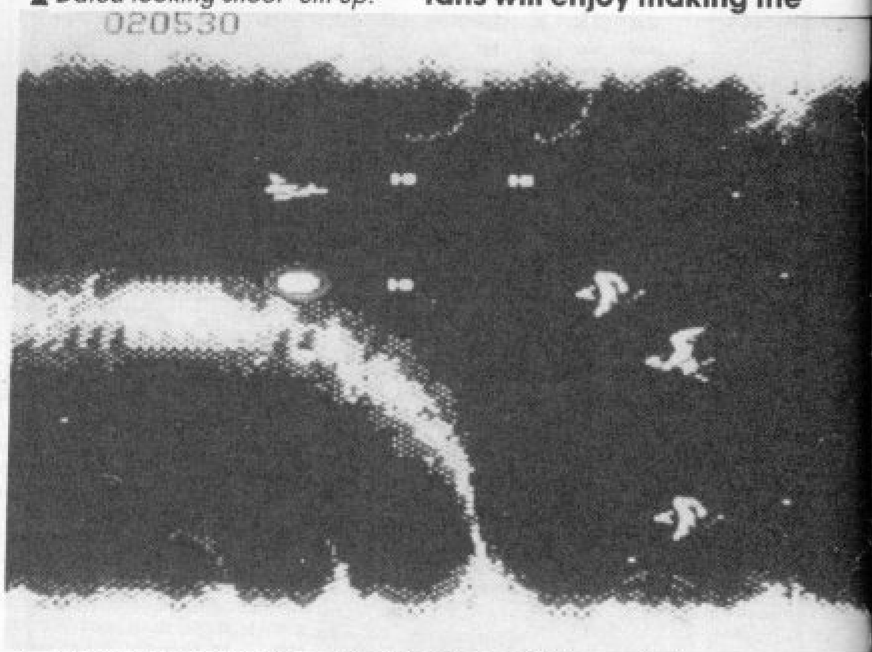
So what you get for your money is an absorbing and challenging blast, but nothing in the way of originality. To be honest, this doesn't look as good or play as well as Io, but the programming is a little slicker. If this is your kind of thing you'll enjoy it, but Salamander won't convert any confirmed shoot-'em-up haters.

► GRAPHICS	7
► SOUND	6
► PLAYABILITY	7
► VALUE	6
► OVERALL	6

UPDATE

This conversion of Konami's hit coin-op has been a little slow coming, and to some extent has been pre-empted by other similar games. Arcade fans will enjoy making the most of it, though, and might even save themselves some money.

The only other versions in the pipeline are for Spectrum and Amstrad CPC, both due at the end of July.



▲ *Impressive yellow flame effect has been widely copied.*


STARGLIDER 2
In the beginning there was a void, a blank memory without form or purpose.
And ARGONAUT Software looked upon the void and said . . .
'LET THERE BE FLIGHT'
. . . and there was STARGLIDER.
And as time progressed, the art of three dimensional solid graphics became known unto the ARGONAUTS, and they rejoiced.
And they said . . .
'LET US CREATE THE ULTIMATE PROGRAM, TO HAVE DOMINION OVER ALL OTHER PROGRAMS IN THE UNIVERSE'
. . . and there was a blinding light and the Earth spat fire and trembled.
And as the fire diminished and the vapours cleared, the fruits of their labours emerged from out of the chaos.
THE ULTIMATE CREATION!
STARGLIDER 2 . . .
. . . A VOYAGE INTO THE THIRD DIMENSION.
BY ARGONAUT SOFTWARE
Atari ST/Amiga £24.95
Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Rainbird and Rainbird Logo are trademarks of British Telecommunications PLC.
RAINBIRD
Rainbird and the Rainbird logo are registered trademarks of British Telecommunications PLC.

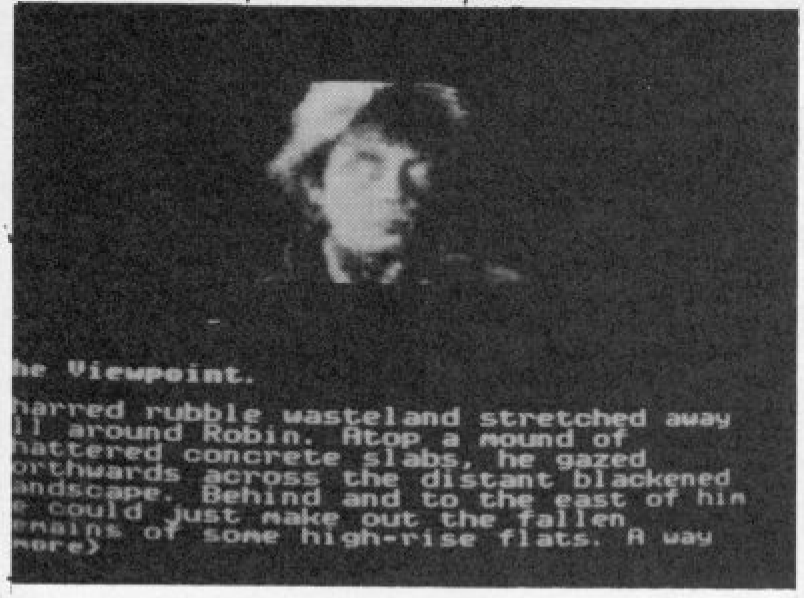
Mind

► **MACHINES: CASSETTES – PRICE £14.99, C64/128; SPECTRUM 48K/128K/PLUS; AMSTRAD CPC. DISKS – PRICE £19.99, C64/128; AMSTRAD CPC. DISKS – PRICE £24.99, ATARI ST; AMIGA; AMSTRAD PCW; MS DOS.**
► **SUPPLIER: ACTIVISION/ ABSTRACT CONCEPTS.**
► **REVIEWER: KEITH CAMPBELL.**

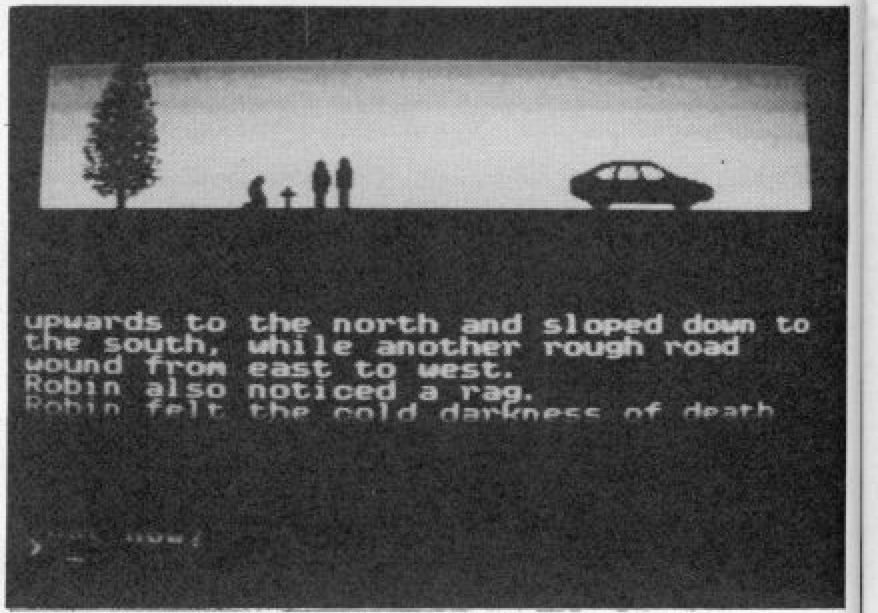
Mindfighter is based on a novel of the same name, by Anna Popkess. This full-length (150 page) paperback, has been published especially for inclusion with the game. It was originally written for publication as a stand-alone book, with no thought of an adventure game in mind.

The story centres on a group of youngsters studying parapsychology at Southampton University. Robin, the youngest, is an orphan, and only eleven years old. He rooms with Matthew, and manages to bring himself up on his own remarkably well for a lad of his age, as well as coping with the final year of his degree course. He has some remarkable powers (as might be expected for an 11 year old degree student) – and as the story opens, he has just successfully gone into a trance and managed to reduce the rate of radioactive decay of a lump of uranium.

Alison is nineteen, and a bag of nerves. In her childhood, her father treated her mother brutally, and she committed suicide after he raped her. However, after a long absence, he traces Alison, and re-appears to try to rape her, his own daughter, as well. This is prevented by another student, Harry, who is a tower of strength and support to Alison.



▼ *Robin arrives in post-nuke Southampton.*



▲ *Life doesn't seem to be particularly kind to Robin, does it?*

The students are currently planning their latest jolly wheeze – an attempt to metamorphasise themselves into the bodies of animals. They read up about the subject of werewolves to get a few hints and tips on how to set about the task. Well, I'd need a clue or two on that myself, wouldn't you? Their professor, not in the know, conveniently gives them a month off from their studies, as they seem to be too pre-occupied to get down to any serious work.

Before long they have mastered it, although disappointed that they can only hold animal form for about fifteen minutes at a time. Meanwhile, Robin becomes withdrawn, and eventually goes into a trance, speaking to them as if from another world. It soon becomes apparent that he thinks he is in Southampton of the near future, after a nuclear war. The group, together with

Uninvited

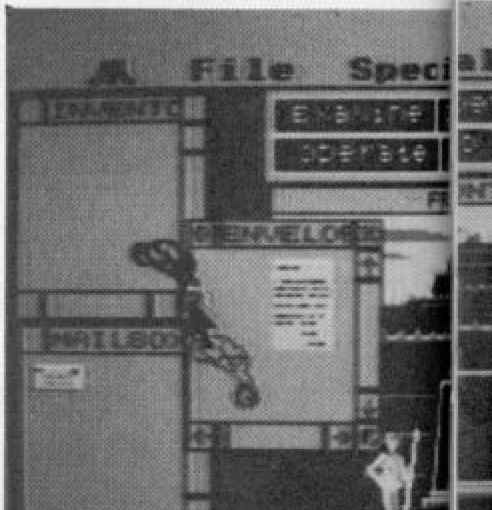
► **SUPPLIER: MIRRORSOFT/ICOM SIMULATIONS.**
► **MACHINES: ATARI ST; AMIGA; C-64 VERSION EXPECTED.**
► **PRICE: £24.99.**
► **REVIEWER: KEITH.**

It's a stormy night, and your car is out of control. You struggle with the wheel to no avail, and after the impact, just manage to force the door open and stagger out before it blows up. Your kid brother got out, too – but where is he? There is no sign of him.

You find yourself outside a dark and foreboding mansion, starkly illuminated by the vivid flashes of lightning. Probably your brother sought shelter inside, and so, pushing the creaking door open you step inside. As you look around the comfortably furnished lounge, you jump, as the door slams closed behind you – trapping you inside.

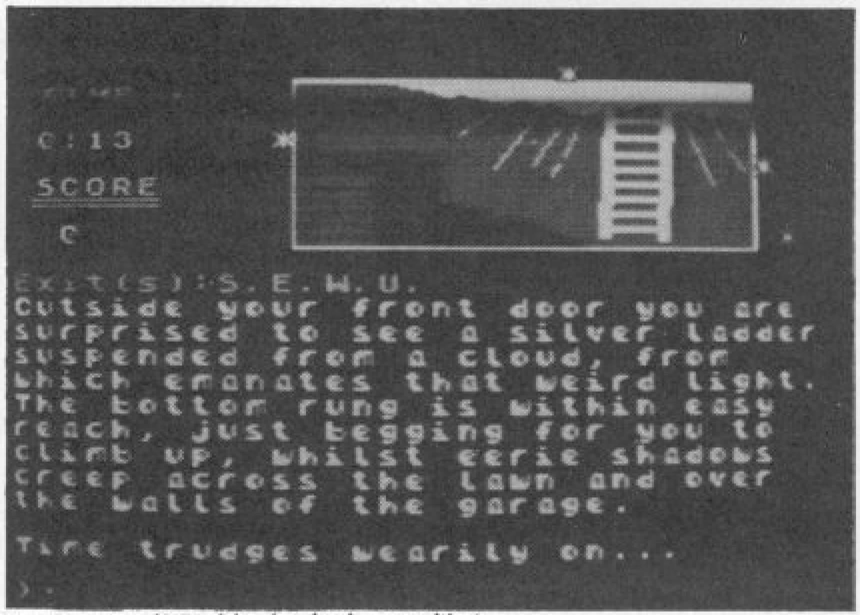
All is still and deserted within, yet you feel you're being watched. A nightmare search for your missing brother is about to begin in this haunted house.

You are soon startled by the sudden appearance of a ghost in the hall. Do you have the power to exorcise it – for if



▲ *If that's an 'Inteligent' picture, I'd hate*

fighter



▲ *Surprised? Ruddy shocked, more like!*

their professor, get together with him, to help him to find the key to prevent the war, thus saving mankind from the dreadful future Robin describes. In following his exploration, his friends are aided by Robin's somewhat unusual ability to project images of what he sees in the other world, through his eyes.

I found the book lacking in the slightest degree of credibility, written in a superficial style, describing morbid and depressing events with a level of detail which the author seemed to relish.

The adventure game was written by Fergus McNeill, using an entirely new system developed for Abstract Concepts, by Tim Gilberts (of Quill fame) and his team. All versions have graphics, and the pictures change through a series of 'vertical shutters', giving a very smooth effect. The graphics themselves vary between versions. I played the Atari ST version, and found most of the pictures dismal but effective. But then the whole mood of the game is dismal.

Multiple complex commands are possible, such as GET THE NEWSPAPER AND READ IT. PUT THE NEWSPAPER INTO THE BOX. There is an OOPS command (retracts your last move) available on the bigger memory machines. Disk and ram save, text only, verbose/brief, sound on/off, and a printer option, are available from a set of icons, depending which computer you are using. Previous command editing is also supported on all versions.Although sentances entered may be complex, many simple ones are not supported, and give a poor message in response. Whilst it is possible to get information by EXAMINING some objects, quite often EXAMINE (object) replies that "... Robin could not examine that." What? Even if he found nothing, surely he could examine it! At one time, Robin wanted to cover his face with some rag.

COVER was not successful, so he tried to PUT RAG OVER FACE, and managed to drop it. When he decided he had been harrassed enough by a tall guard, he tried to HIT GUARD WITH WRENCH. Nope – he couldn't do that. But he did manage to hit him with the command KILL GUARD WITH WRENCH. Strange, that you must set out with the intention to kill, rather than to disable, to get someone off your back. But that does seem to be consistent with the general brutal approach throughout the game.

► VOCABULARLY 7
► ATMOSPHERE 5
► PERSONAL 0
► VALUE 5

▼ *Didn't anyone ever tell you it's rude to stare?*





e, I'd hate to see a stupid one.

not, it will surely be the death of you! A search of the dining room, kitchen, servants' quarters, study, and games room, all fail. Upstairs, the bedrooms, bathrooms, and closet, are equally deserted. But to what evil purpose is the attic put? A false move here, and you could be one of its victims!

Three strange buildings stand in the grounds, but to enter them, your search of the house will probably have to be more thorough. When its secrets start unfolding, you'll find bottles of potions, vials of strange coloured liquids, secret cabinets, hidden keys, sliding panels, and more ghosts, that go to pack this adventure with spine-chilling surprises.

Uninvited is from the same team that produced *Deja Vu* and *Shadowgate*, and the game takes the same format. A detailed 'intelligent' picture of the current room sits in the middle of the screen (unless you move it), and operation is almost solely by mouse-driven icons. I describe the picture as intelligent, because each object depicted, however minute, is an icon, sensitive to commands when the arrow is positioned on it and the mouse button clicked.

As well as occasional special graphics effects and animation, the sound effects are plentiful and add a lot to the atmosphere of the game. In between the incessant rolling of thunder, try operating the old wind-up gramophone in the games room for a spot of digitised music! Groovy – literally!

My only criticism of *Uninvited* is that moving around between distant locations becomes a little tedious – the delay whilst each room picture is read in from disk (actually, two rooms seem to be resident in memory much of the time) slows down progress. A useful enhancement to this already advanced system would be to provide a form of GOTO command – perhaps through opening up a window with a schematic map.

Overall, though, this is an excellent haunted house thriller with plenty of puzzles and surprises, a user-friendly mode of operation and some very detailed graphics.

► VOCABULARY N/A
► ATMOSPHERE 10
► PERSONAL 10
► VALUE 9

Helpline

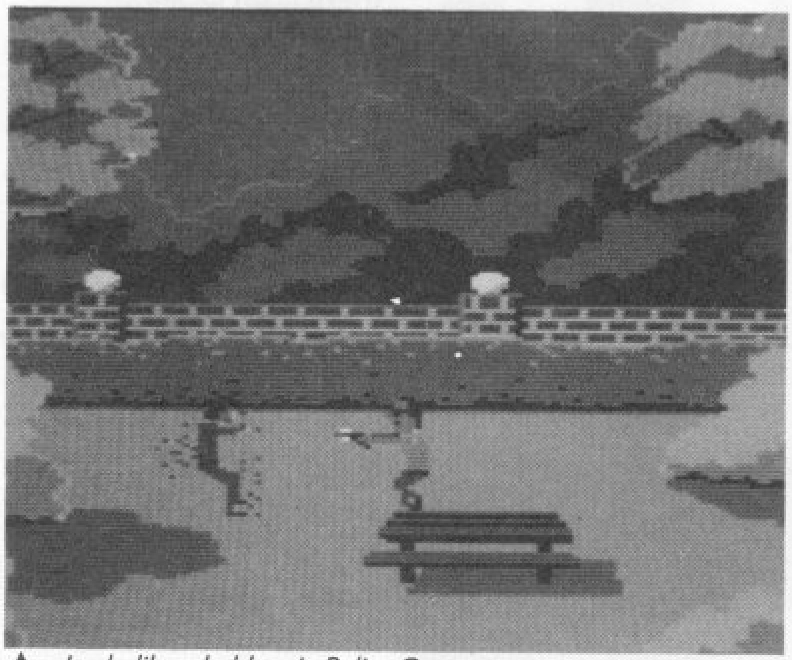
ho hasn't got a problem with *Football Frenzy?* **Peter Nuttall** can't find the car, can't get the players to start a match, can't clean the kit, and doesn't know how to deal with the ticket tout. Paul Hardy, a veteran FF problem poser, is still coming back for more. "What should one do (or give) to the Record Engineer? Can the police sergeant be of any help?" And Paul, too, is worried about that ticket tout.

As if *Football Frenzy* wasn't bad enough, summer is now here and we've been blessed with *Cricket Crazy!* Still game, despite his football problems, Peter Nuttall can't get rid of the hijacker. "And is the pen no use, as the game crashes every time I examine it?" he asks. Sounds like a dodgy game if ever there was one – perhaps it was no accident that I failed to receive a review copy! Has anyone else had this problem, and if so, on what machine?

Who can stop **Mark Wilkins** getting his head smashed in? He is playing *Police Quest*, and after booking the amazing Helen, was sent to Carol's Cafe. But he can't get the bikers to move their bikes – can you?

Mark Barnes writes from Queensland, to say I deserve a raise! Hear hear! (Haven't I been telling you that for months, Eugene?) "Whatever they're paying you can't be enough for the quality of work you turn out for the mag," he continues.

Now you're making me blush, Mark – but not enough to stop me showing the Ed. your letter! And for the following story about a headache, Mark wins this month's award of a year's free subscription to Adventurer's Club Ltd.



▲ *Looks like a hold-up in Police Quest.*

Here it is:

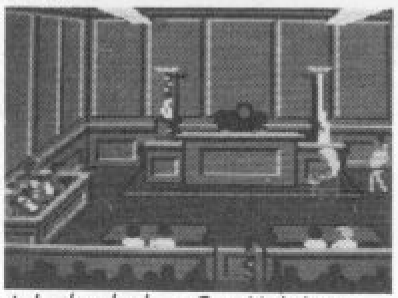
"I just had a visit from my friend John. It went something like this:– John (clutching his head): "What's good for a headache, Mark?" Me: "Seabase Delta." John: "?!!" Me: "Well, that's how I got mine!" John: "No, how do I get rid of one?" Me: "What, Seabase Delta?" John (going funny colour in face): "No!! A bloody headache, you moron!!!" Me: "Oh, that's easy. Ask Keith at *C+VG.*" John makes an awful scene, jumping up and down, screaming about computer freaks + 1001 suitable tortures for adventure addicts. Me: "Well, that's how I got rid of mine!'" Door: "SLAM!!"

Advice wanted by would-be murderers!

Assassin: Andrew Bethell. Victim: Wizard. Scene of Crime: Kings Quest III.

Assassin: Leslie Brady. Victim: The Wolves. Scene of Crime: Frankenstein Part 2.

If you're playing *Jack The Ripper*, the chances are you'll meet up with a lot of *C+VG* readers when you get to the room with the rolltop desk, and pictures with eyes behind them. There's



▲ *In the dock – Can Helpline help you out?*

more people trapped in there than you can get students into a phone box! Will the first person out, let me know how they did it – PLEASE?

And finally, a rare mention for one of our unwanted South African readers. "As you can probably see by the address and stamps, I live in South Africa. Please don't have any negative attitude towards this letter, because of that," writes **John Heynes,** of PO Box 197, Minzenberg 7950, South Africa. But I have, John. It is my normal practice to screw up letters from South Africa, and chuck them in the bin, where the reviled policies of their undemocratically elected government also belong.

John continues: "I have been purchasing your magazine since January 1987." That is not in your favour, either, John, because EMAP does its level best to prevent their magazines from reaching your country. Until your attitudes change, you don't have the moral right to the products of any civilised country.

"Could you please, please, spare a few lines, to produce the answer (to my problems) in your section? (You don't have to say where I come from.)" But I'm sure other readers will want to know, and that last sentence is precisely why I am breaking my normal rule. It shows that you are so ashamed of being South African, you would prefer the fact not to be mentioned. As it seems there is some hope for you, you'll find the *Rebel Planet* clue you need in the clues section.

Clues

Help this month comes from: Tarke Fahmy, Giza, Egypt; Peter Nuttall, Belfast; and Andrew Bethell, Walsall.

BALLYHOO:
Crack the whip thrice, and trap the lions behind the grating, by tempting them with meat. Make sure you are holding the stool.

BEYOND ZORK:
To use the Recall spell needs a high intelligence. To use it take it to a safe place and read the spell word. From then on, saying the word will transport you back to the same place. Note – Buck Palace is too dim to use it.

KENTILLA:
To pass the ward, activate the staff with the magic word, and hit the ward with it.

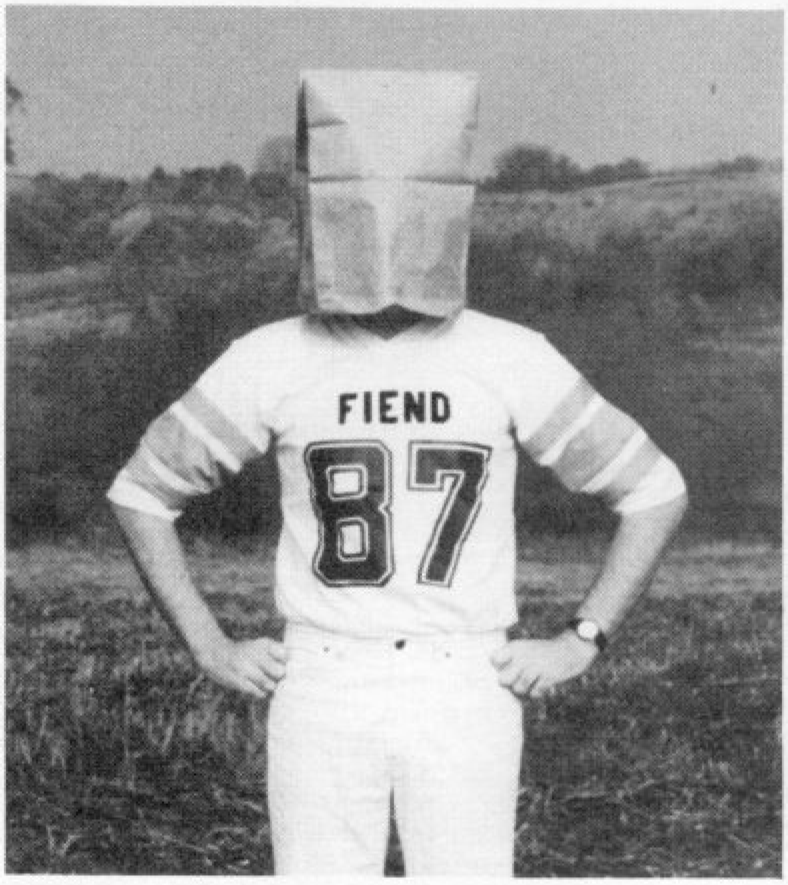
SMASHED:
Make the camp cat airsick, to find the medical key.

MANIAC MANSION:
Give the green tentacle the bowl of wax fruit.

REBEL PLANET:
To leave the ship, control the airlock from your wristwatch.

The Fiend

The Farringdon Fiend has returned. No one knows where he has been or what he has seen – but one thing is for sure, he's back. Loud asnd proud and sounding off about role playing/adventure demarkation lines. But its not all rant. Our opinioned mystery man also has a dozen copies of Dungeonmaster up for grapbs.



Those of you not too overcome by raging apathy, may have noticed a most significant event recently. Yes, The Fiend has returned! But where have I beenm and what have I been doing? The whole awful truth may never be known, but part of the time has been spent completing Dungeon Master.

Funnily enough, The Fiend felt quite at home in the depths, and the deeper I got, the more pleasant became the surroundings, and the more attractive the citizens. All of which begs the issue, for it is controversy time! Oh joy! For it was decided by a magazine editor not one million miles removed from C+VG, that Dungeon Master was NOT an adventure, but a role playing game. Therefore, the review copy went to the leather freak instead of KC. All of this set The Fiend to thinking. When is an adventure not an adventure? Is a role playing game, strategy or adventure?

To answer the last question first, the answer depends upon the game. In the case of DM it is undoubtedly an adventure, full of puzzles and problems. All right, there is no text input, but there have been icon driven adventures before. I quote Déjà Vu as a good example. And yes, I admit that there is monster bashing (and jolly good fun it is too!) but so has Beyond Zork.

And what of the role playing aspect? Well, aren't ALL adventures role playing? Isn't the mark of a good adventure that the player gets into the role of the hero, into the mind of the programmer? And who set the boundaries anyway? There is no clear cut demarkation line between good adventure and role playing games – the boundary is fuzzy and obscure. The one thing that separates the superior adventure player from the mindless alien-basher is his ability and willingness to use his brain, to exercise his intellect. And THAT is how The Fiend classified games. Adventures to me, are any that make me think, and I have discovered one or two arcade games over the years that fall into this category!

Besides, any game that has an imprisoned princess with a removable chastity belt has to be something of an adventure. Where she is, and how, and with what, I will not tell!

Fiendish Compo!



▲ *Dungeon Master. The game that put role playing on the map – and launched a debate – when is on adventure RPG and vice versa.*

In the history of gaming 1988 may well go down as the year role playing games come of age.

Everyone is talking about them. You have read about them in Fax, John Minson devotes all of this month's Out To Lunch to discuss them, US Gold are going to spend a fortune persuading you to buy them, and even the Farringdon Fiend is wants to get in on the action.

If you have never played a role playing game then perhaps it is time you started to consider it.

C+VG and the Fiend are offering you a unique chance to get into this absorbing type of game play.

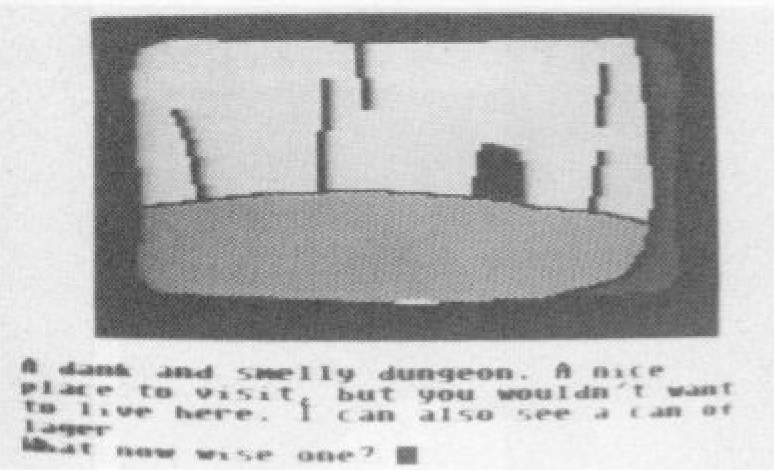
We have ten copies of Dungeonmaster – perhaps the best role playing game launched yet to give away. Five for the ST and five for the Commodore 64. The 64 version is not quite ready but as soon as it is – five copies are ear marked for C+VG readers.

All we want you to do is answer some simple questions about role playing, cut out the coupon below, and send off before August 16, to C+VG, Fiend Compo, 30-32 Farringdon Lane, London, EC1R 3AU.

(1) AD&D stands for (a) A Demon and Dinosaur, (b) Advanced Dungeons and Dragons, (c) Alternative Demons and Dragons.
(1) The excellent Dungeonmaster game is produced by FTL. What do these letters stand for.
(3) What is an RPG?

Answers..
Name..
Address..
....
....
....
....
....
....

WizBiz



▲ *Great plot, great graphics and a great price!*

► SUPPLIER: ALTERNATIVE SOFTWARE.
► MACHINE: C64.
► PRICE: CASSETTE – £1.99.
► REVIEWER: KEITH.

You have been incarcerated in a dungeon by Mike, a colleague who was present at last night's do for local wizards – a booze-up at the Duck and Plunger. As usual you showed off – this time by turning someone into a pink and black spotted salamander. Too bad you picked on Mike, who doesn't have a huge sense of humour!

Your magic powers are now at a low ebb, and you have a feeling it's magic you're going to need if you hope to escape this hell-hole. If only you could summon your familiar . . . But that's out of the question – you seem to have forgotten his name.

Eventually, of course, you will manage to escape the cavern that imprisons you, and will find yourself in the labyrinth of caves under Mike's castle, where the game proper really begins.

GACked? Yes, I think so, and with fairly ordinary but acceptable graphics, some humorous replies, and reasonable problems. I liked it – especially its price.

► VOCABULARY	7
► ATMOSPHERE	7
► PERSONAL	8
► VALUE	9

Quest for the Golden Eggcup

► SUPPLIER: MASTERTRONIC/ SMART EGG.
► MACHINES: SPECTRUM, COMMODORE 64/128, AMSTRAD CPC.
► PRICE: £1.99.
► REVIEWER: KEITH.

Written by Harvey Lodder and Nigel Brooks, *Quest For The Golden Eggcup* is a zany romp, in which you are given your quest by the highest authority – God!

He appears before you ("Hello, I'm God," he says) and commands you to retrieve his stolen golden eggcup, or be turned into an egg and eaten for breakfast.

"Probably poached," he adds.

After all, I imagine a soft-boiled egg is none too easy to tackle without an eggcup – even if you are omnipotent. Mind you, not that God is over chuffed with his omnipotence – throughout the game he is prone to turn up and whine about it not being all it is cracked up to be.

This adventure has superb graphics, full of detail and colour. Remember the instant graphics on UK conversions of Scott Adams adventures, generally reckoned to be among the best on cassette at the time? These are better, certainly on the Spectrum version which I played. They display instantaneously – there is none of that blinking flicker, from which Adventure International/ Adventure Soft games used to suffer. They are the work of ex-Ram Jam graphic artist *Simon Dunston,* who Smart Egg enlisted for this, and future, projects.

From Smart Egg, the people who brought you *Rigel's Revenge,* comes this professionally produced, totally irreverent and comic adventure, that doesn't offend, at a wonderful price!

► VOCABULARY	7
► ATMOSPHERE	8
► PERSONAL	8
► VALUE	10

Cloud 99

► SUPPLIER: MARLIN GAMES.
► MACHINES: SPECTRUM 48K; SPECTRUM 128K.
► PRICE: £2.95.
► AVAILABLE: MAIL ORDER ONLY FROM: MARLIN GAMES, 19 BRIAR CLOSE, NAILSEA, BRISTOL BS19 1QC.
► REVIEWER: KEITH.

Did you realise that the weather is all controlled from Cloud 99, where, currently, Jack Frost has gone berserk, and messed it all up? After a strange dream, you awake in bed, to find your bedroom bathed in a bright light, and a voice calling your name.

After gathering up anything useful you find lying around the house (well, adventurers always do, don't they?) you pop outside to see what on earth is going on. There, hanging above your garden, is a bright white cloud, with a ladder suspended from it. You hop on the bottom rung, and climb up.

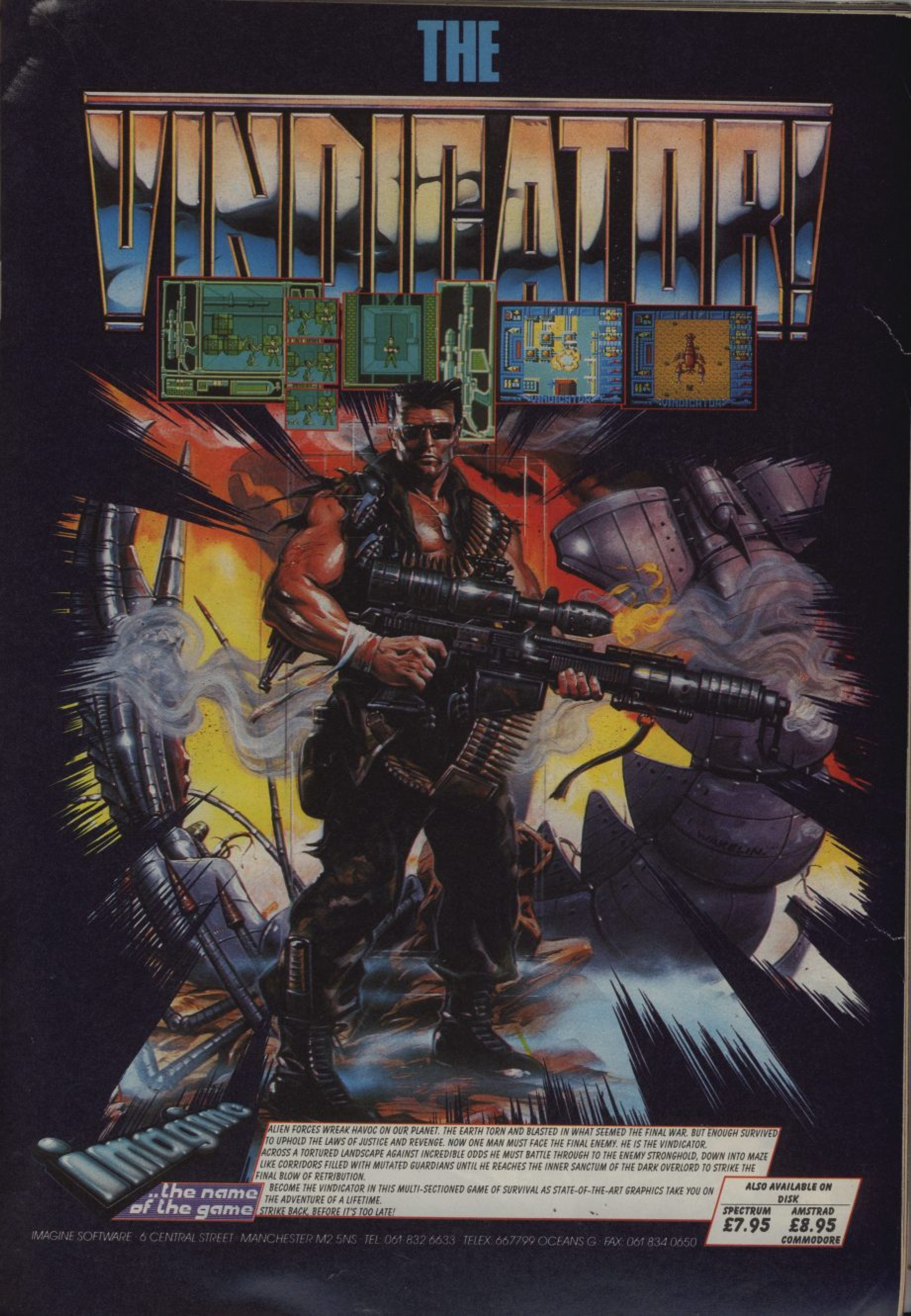
Soon you arrive outside the gates of Cloud City, and once inside, your task is to put things right. The weather is controlled in a series of specialist rooms, like the Hall of Mists, Sun Square, and Snow Hall. But all is not well, and alas, the hammers and drums in Thunder Hall lie quiet.

This is a light-hearted adventure that is not too deep, not too difficult, and is fun to play. *Pawed,* the game supports speech to characters as well as full sentence input, plus a RAMSAVE option.

The two separate versions (48k and 128k) come on the same tape. The 48k version is text only, but the 128k has some attractive graphics, more detailed descriptions, and more objects hidden, rather than just lying around.

A recommendable budget adventure, that is a lot better than many commercial adventures available for the same price.

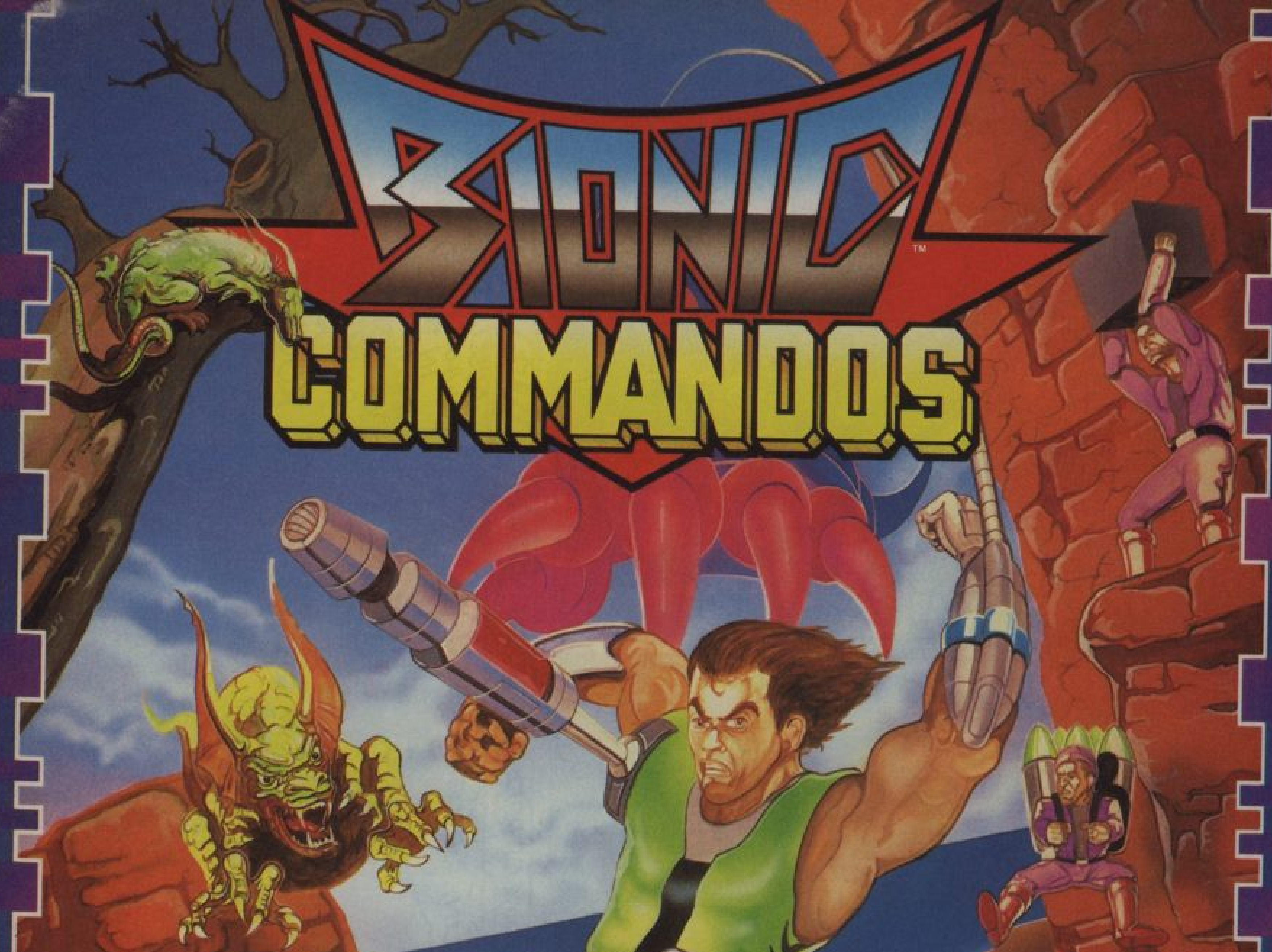
► VOCABULARY	7
► ATMOSPHERE	7
► PERSONAL	7
► VALUE	8


THE
VINDICATOR!
VINDICATOR
VINDICATOR
imagine
..the name of the game
ALIEN FORCES WREAK HAVOC ON OUR PLANET. THE EARTH TORN AND BLASTED IN WHAT SEEMED THE FINAL WAR. BUT ENOUGH SURVIVED TO UPHOLD THE LAWS OF JUSTICE AND REVENGE. NOW ONE MAN MUST FACE THE FINAL ENEMY. HE IS THE VINDICATOR.
ACROSS A TORTURED LANDSCAPE AGAINST INCREDIBLE ODDS HE MUST BATTLE THROUGH TO THE ENEMY STRONGHOLD, DOWN INTO MAZE LIKE CORRIDORS FILLED WITH MUTATED GUARDIANS UNTIL HE REACHES THE INNER SANCTUM OF THE DARK OVERLORD TO STRIKE THE FINAL BLOW OF RETRIBUTION.
BECOME THE VINDICATOR IN THIS MULTI-SECTIONED GAME OF SURVIVAL AS STATE-OF-THE-ART GRAPHICS TAKE YOU ON THE ADVENTURE OF A LIFETIME.
STRIKE BACK, BEFORE IT'S TOO LATE!
ALSO AVAILABLE ON DISK
SPECTRUM £7.95
AMSTRAD £8.95 COMMODORE
IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS · TEL: 061-832 6633 · TELEX: 667799 OCEANS G · FAX: 061 834 0650


CINEMAWARE
AND
MIRROR Soft
PRESENT
THE ORIGIN OF
ROCKET RANGER
1940 - HITLER'S NAZI HORDES SWEEP ACROSS EUROPE. CAN NOBODY STOP THEM?
3000 MILES AWAY, YOUNG INVENTOR TOM CODY DESPAIRS.
IT STILL WON'T WORK!
WHY WON'T THEY SEE? WE MUST CRUSH HITLER!
FORT DIX N. J.
SUDDENLY!
KA-BOOM!
A GHOSTLY VOICE FILLS THE ROOM.
WHA'?
TOM CODY - ONLY YOU CAN CHANGE HISTORY!
THE NAZIS WILL WIN THIS WAR...
...UNLESS YOU USE THESE GIFTS WISELY.



CODY EAGERLY READS...
TO TAKE OFF
PRESS BUTTON WITH EACH STEP...
OUTSIDE
THIS HAD BETTER WORK!
IT DOES!
JUST CALL ME...
WHEE—OOO!
ROCKET RANGER!
BUT AT THE HOME OF PROFESSOR BARNSTORFF
ACCOMPANY US TO OUR ZEPPELIN...
OR YOUR DAUGHTER DIES!
CAN ROCKET RANGER RESCUE THE PROF.? WHAT IS THE TEMPLE IN THE JUNGLE? AND WHO ARE THE ZOMBIE WOMEN ON THE MOON? ONLY YOU CAN FIND OUT WITH ROCKET RANGER! FROM...
C+VG
FIRST WITH THE REVIEWS



CAPCOM

CBM 64/128	9.99c 11.99d		ATARI ST	19.99d
SPECTRUM	8.99c		AMIGA	24.99d
AMSTRAD	9.99c 14.99d		IBM PC	19.99d

GIANTS OF THE VIDEO GAMES INDUSTRY




Ten years have passed since the devastating war when the enemies secret Zargon missiles destroyed our civilization.

The only hope we have of regaining our home world and re-building our lives lies in the hands of our elite force of Bionic Commandos. With their telescopic limbs, sophisticated weaponry and bionic power they must infiltrate the enemy bases, destroy the deadly foe and neutralize their doomsday weapons.

Your skill and their bionic powers are our only hope ......




GO! Media Holdings Ltd. A Division of U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

THE SENTINEL

Reviews

► MACHINES: BBC B, CBM 64, SPECTRUM, AMSTRAD, ATARI ST, AMIGA.
► SUPPLIER: FIREBIRD.
► PRICE: £19.95.
► VERSION TESTED: AMIGA.
► REVIEWER: CHRIS JENKINS.

Love it or hate it, you can't ignore *The Sentinel*. Now that the Amiga version has been released, practically everyone has the opportunity to try one of the weirdest games ever written.

The Amiga version is a bit of a disappointment, in that it doesn't make any significant use of the micro's superior graphics and sound abilities. Turn the sound off and you could well be playing the BBC version.

That's not to say that the graphics are poor; indeed, they're quite unlike anything you'll have seen in any other game.

Created using fractal techniques, the endless 3-D landscapes of *The Sentinel* consist of slopes, planes, and strange objects. Using the keyboard or mouse, you can change your viewpoint freely, scrolling the landscape to reveal ever new vistas of strange complexity.

Your aim is to defeat the hooded Sentinel of each level by converting objects into pure energy, and using it to transfer yourself to higher levels. To do this you must create new bodies for your Synthoid robot, and move into them.

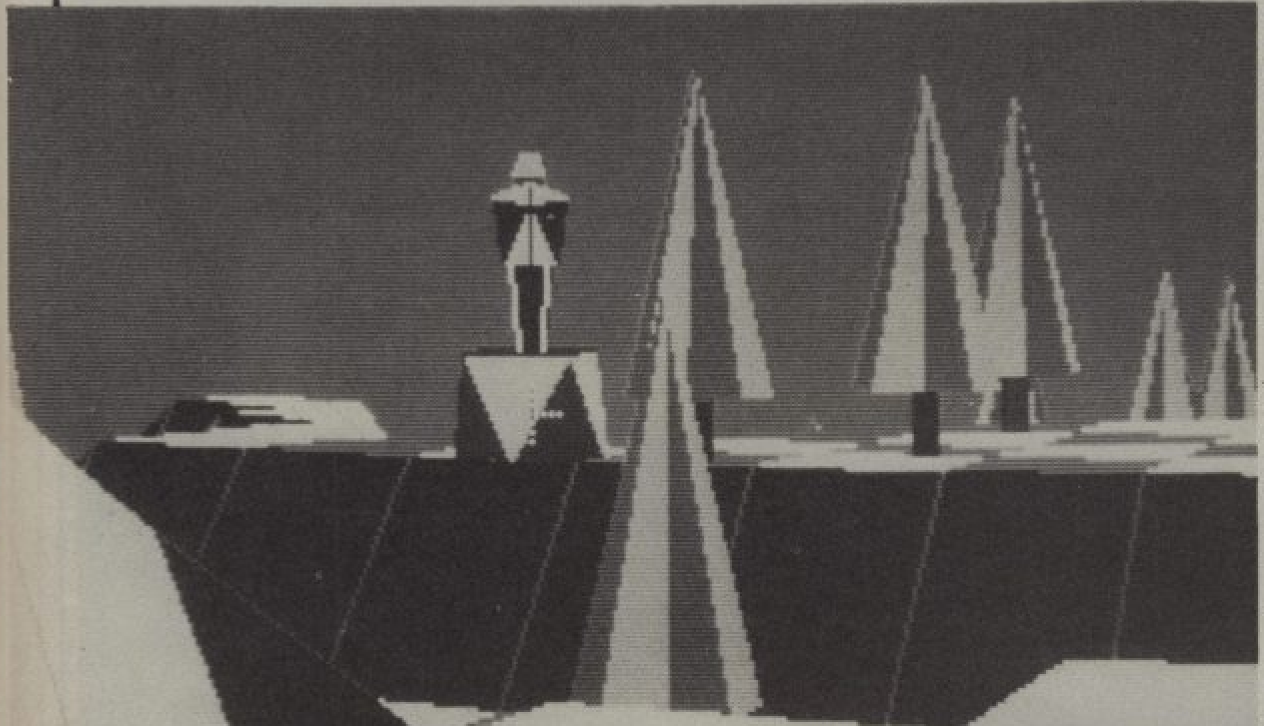
You are first shown an overview of the landscape, showing the Sentinel, its Sentry henchmen, and the details of the topography. You can access an aerial view of the landscape at any time by aiming your viewpoint into the sky and pressing HELP. Around the landscape are dotted crystalline trees. These are your raw energy building blocks. Using the cursor, centre on a tree and press A to absorb it. You'll see it disintegrate and your energy readout at the top of the screen will increase. As you absorb energy, the Sentinel will become aware of you, turn to face you and start to absorb your energy. This means that you have to keep moving to survive.

As you progress you will come across other enemies including Meanies, which project you at random through hyperspace unless you absorb them first. Losing your vantage point is bad enough, but unless you have enough energy, a jump will kill you.

You might find the strategy and fast thinking involved in *The Sentinel* fascinating, or you might find it stunningly boring, but the fact is that you will probably never finish it. There are 10,000 levels to complete, each with an 8-digit access code which is revealed when you complete the previous level. Make sure you see *The Sentinel*, but before you buy, ask whether the thrill is likely to last for 10,000 levels.



▲ *One of the weirdest games ever written.*



▲ *Endless 3-D landscapes created using fractal techniques.*

► GRAPHICS	8
► SOUND	5
► VALUE	7
► PLAYABILITY	7
► OVERALL	7

UPDATE . . .

This conversion of *The Sentinel* has been slow coming. It was released on 8-bit machines quite some time ago and was just as weird then.

THE FURY

► **MACHINE: SPECTRUM/COMMODORE/ AMSTRAD.**
► **SUPPLIER: MARTECH.**
► **PRICE: SPEC £8.99/C64, AMS £9.99.**
► **VERSION TESTED: SPECTRUM.**
► **REVIEWER: MATT BIELBY.**

"Fasten your Saver Being Harness for the Space Age Demolition Derby," says the blurb for Martech's latest release, *The Fury*.

In an attempt to thwart your right-to-left progress over the track, enemy cars appear and try to bump you off the road or continually drive directly in front of you to stop you from getting up to a halfway decent speed.

There are three types of race in all: Speed Trial (go as fast as you can), Killing Race (go as fast as you can and shoot a few cars while you're at it) and Tag Race, where one car is randomly selected as 'IT', and has to touch another car in order to rid itself of the tag.

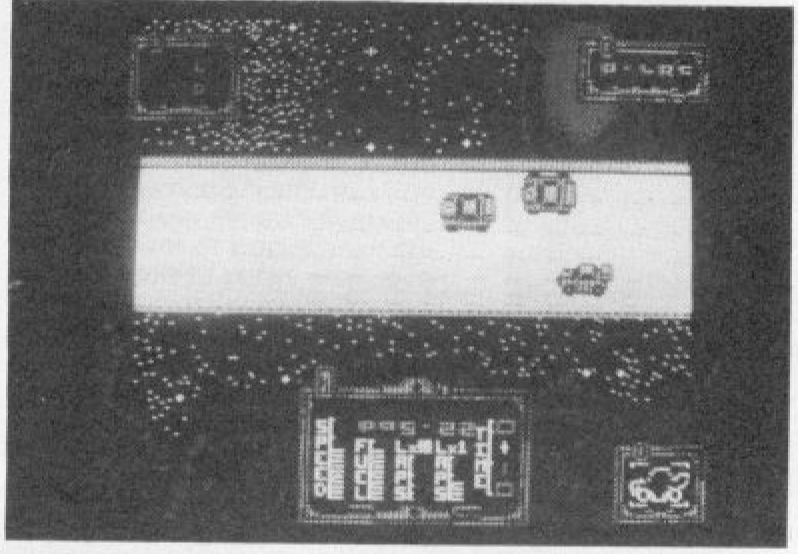
The killing race is by far the most dangerous of the three, as although you can buy rockets and flame throwers to destroy the other cars with, your opponents are constantly trying to blow YOU away. To make matters worse, from time to time the screen will turn red and a targetting cross-hair will appear on the screen, and if you're not quick enough to avoid it, it'll lock onto you and BOOM! It's all over for you, matey.

The weapons available to you come in all shapes and sizes, and generally the deadlier they are, the more cash you have to fork out for them. The flame throwers come in two sizes, one with a range of 8 metres and another with a range of 20, and although they're ideal for torching the other cars out of the race, they eat up your car's petrol like there's no tomorrow. Railguns are the standard form of weaponry and come already fitted to your car, but ammunition needs to be bought in order for them to function.

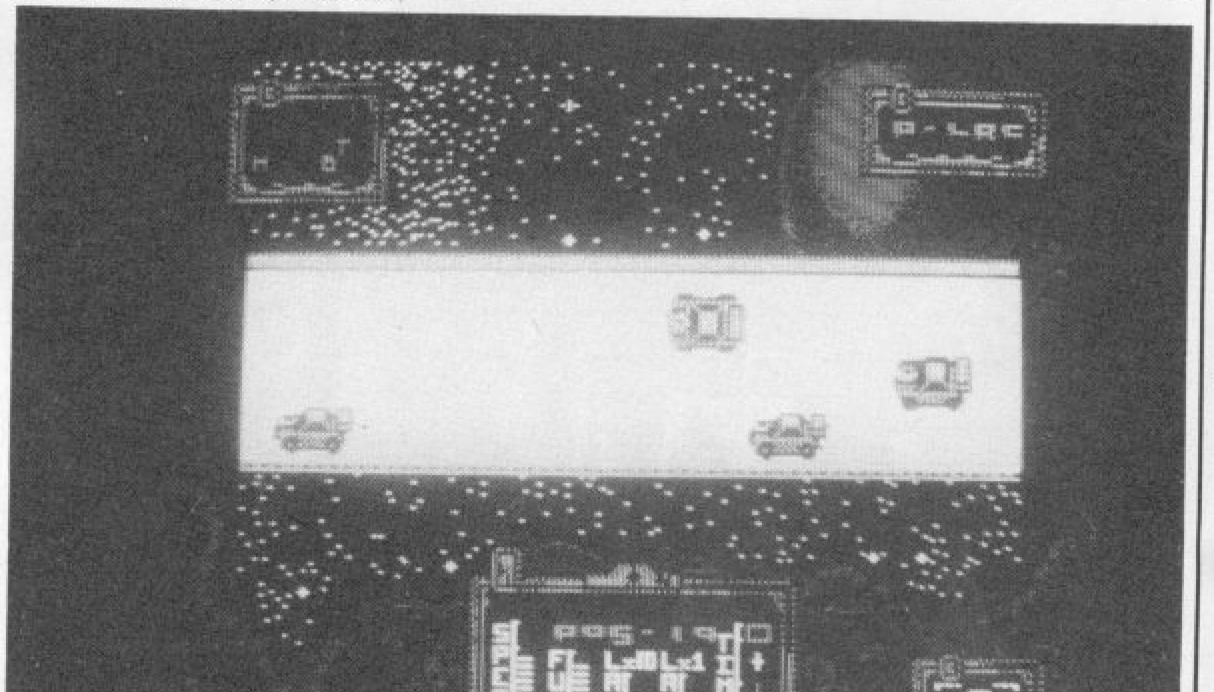
Although this all may sound jolly exciting in theory, it is in fact very dull in practice. I was very unimpressed with the graphics of the cars. They are small and poorly defined, and the amateurish scrolling fails to give any real impression of speed.

Last, but *certainly* not least are the Semi-guided missiles, which although they cost positively loadsamoney, are pretty devastating if used correctly, and can wipe out a whole group of opponent's cars with one shot.

▼ *Go as fast as you can – yawn.*



▼ *Cars look graphically anaemic.*



► GRAPHICS	3
► SOUND	3
► VALUE	3
► PLAYABILITY	4
► OVERALL	3

UPDATE . . .

Spectrum and Amstrad versions on sale now, with C64 cassette and disk versions on sale in July. No 16-bit conversions are planned.

BIONIC COMMANDOS

► **MACHINES: SPECTRUM/CBM 64/AMSTRAD/ATARI ST/AMIGA/IBM PC.**
► **SUPPLIER: US GOLD/GO!**
► **PRICE: £8.99 SPEC £9.99 C64/AMS £19.99 ATARI ST/PC £24.99 AMIGA.**
► **VERSIONS TESTED: COMMODORE/SPECTRUM.**
► **REVIEWER: JULIAN RIGNALL.**

Bionic Commando made a brief appearance in the arcades towards the end of last year before sinking without trace – a shame really; it's a neat little game.

Still, that hasn't stopped US Gold from converting it to just about every home micro available.

Chances are that you haven't seen the arcade game – it appeared in very few provincial arcades – so here's a quick precis of the scenario. The player takes control of said Bionic Commando and attempts a solo infiltration of a five-level enemy fortress. Each multi-directionally scrolling level consists of platforms and obstacles which the commando negotiates. The objective is to reach the top right of the landscape, whereupon a points bonus is awarded, and the next level loaded from tape.

The mission starts in a forest, and the commando climbs through the foliage using his bionic arm, an extendable metal limb which is shot at objects above the commando and then retracted to lift him upwards. Shooting the arm diagonally and then retracting it slightly causes the commando to swing Tarzan-style – ideal for crossing chasms or moving from one tree to another.

As the mission progresses, things get decidedly harder. Level two has the commando climbing up the walls of the fortress, ducking out of the way of cannonballs, deadly electronic forcefields and heavy boxes thrown down by soldiers in the battlements. On level three the heroic commando enters the fortress and negotiates the hazard-filled sewage system inhabited by giant robots and soldiers in large mechanical fighting machines.

Although Bionic Commando is essentially a a platform game, it has enough neat touches to make it worthwhile. The extending arm is a brilliant idea which has been beautifully implemented; it really FEELS good, and swinging across gaps in the landscape is great fun. The action is frenetic throughout, with all manner of hazards to keep you on your toes. The graphics aren't outstanding; on both the Spectrum and Commodore the sprites are a little on the small size, but colour is used well, giving both games a generally pleasing look.

One thing that mustn't go unmentioned about the 64 version is its amazing soundtracks. Each level has its own fabulous piece of music, varying from a whacky 70s-style cop theme tune to a psychedelic mood piece. I thoroughly enjoyed Bionic Commando; is a tough, yet highly enjoyable arcade conversion and is well worth buying.

Every tune is outstanding, and surely must rank amongst the best tunes yet written fot the Commodore.

	SPEC	C64
GRAPHICS	7	8
SOUND	5	9
PLAYABILITY	9	9
VALUE	7	8
OVERALL	8	9

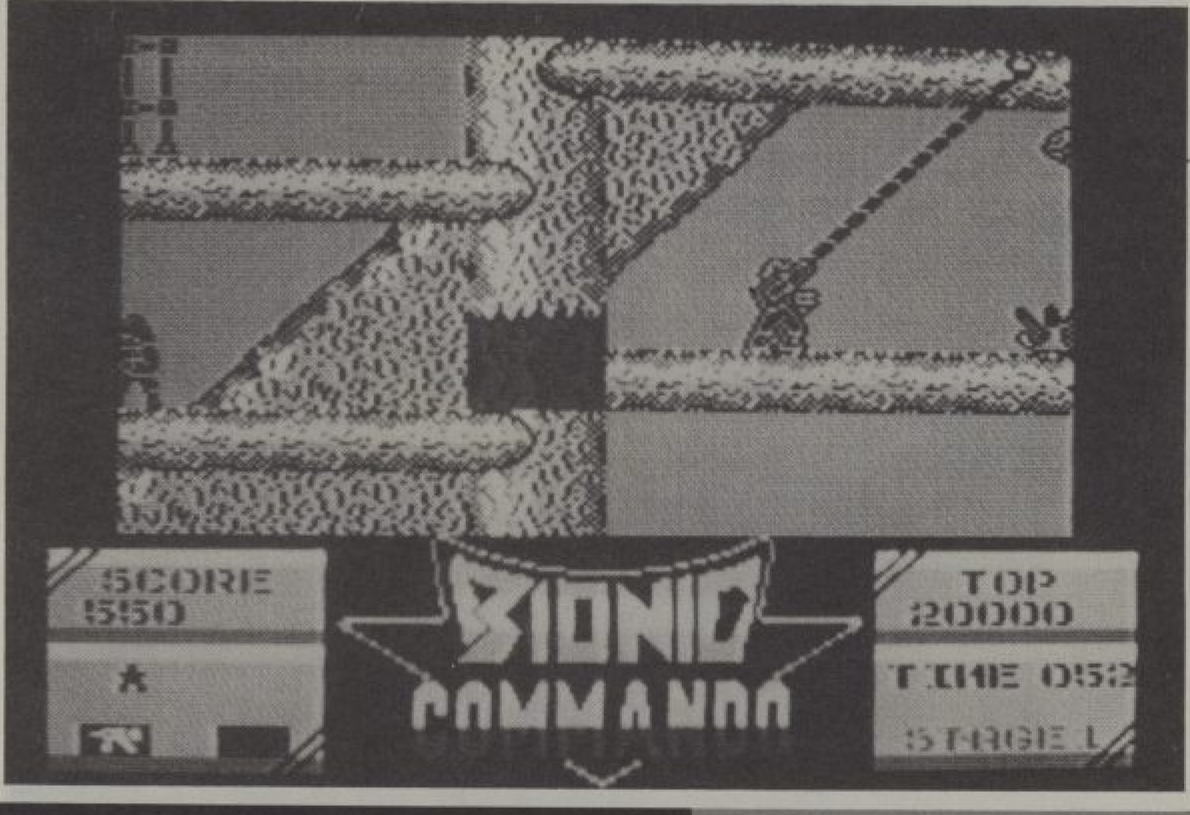
UPDATE . . .

Both the Atari ST and Amiga versions are virtually indistinguishable from the arcade version. The Amstrad version is also looking promising.

▼ *Turn up the volume for the brilliant sountrack.*



▼ *Platform game, but with some nice touches.*



FRAME UP

Frame Up is being a little devious this month – but there is a good reason. One of the computer graphics masterpieces on this spread is not a reader's effort. It is a professionally produced image for the Commodore Amiga. If you can spot it you win a free game of your choice. Anyone can enter this competition – whether you are a micro artist or not. Just goes to show doesn't it – how good our readers' art is becoming. Keep sending them in – there is a super prize every month.



▲ *Excellent animated cartoon strip from Norway.*



▲ *Thanks to Stole Loseth of Elnesvaggen Norway*



▲ *The ghastly Evil Dead C+VG monster.*

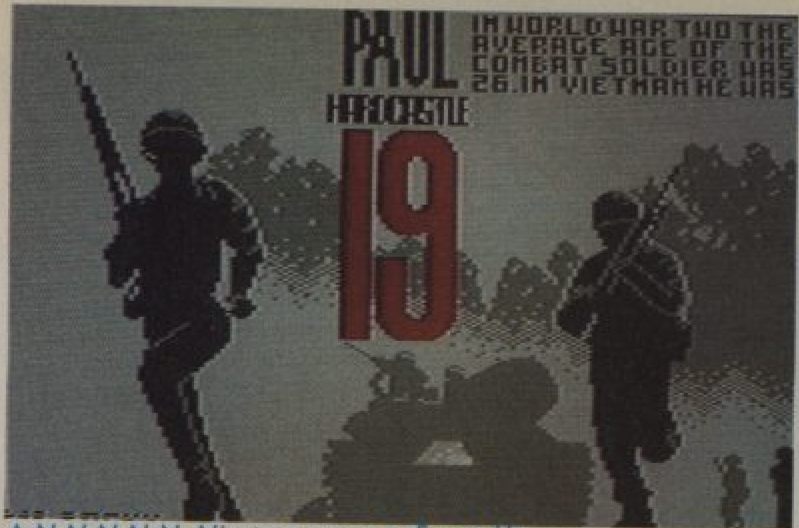


▲ *The soldier who fights on.*



▲ *Pyramids and balls.*

FRAM



▲ N-N-N-N-N- Nineteen comes to Frame Up.



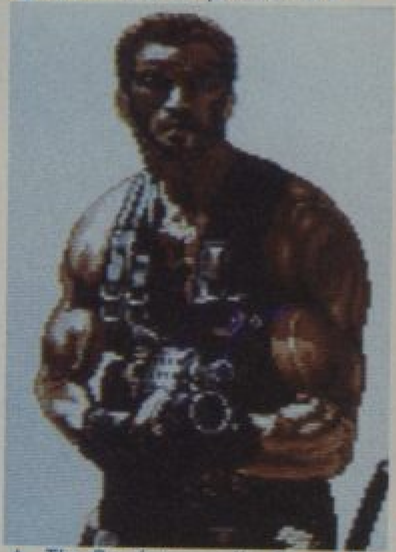
▲ Derek Jolly's Spectrum produced this Testarossa.



orway fo these Walkers.



▲ Ballet dancer pirouettes .

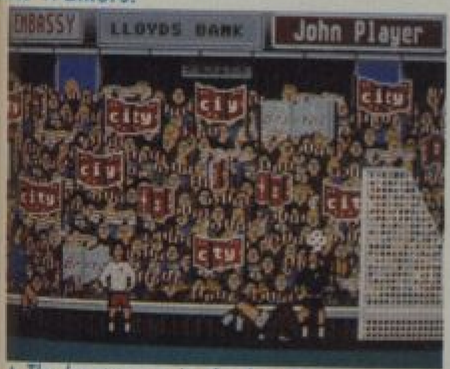


▲ The Predator stalks Frame Up.

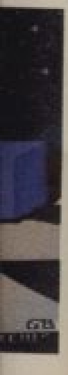


▲ Flight of fantasy by Stole Loseth.





▲ The best team in the land.



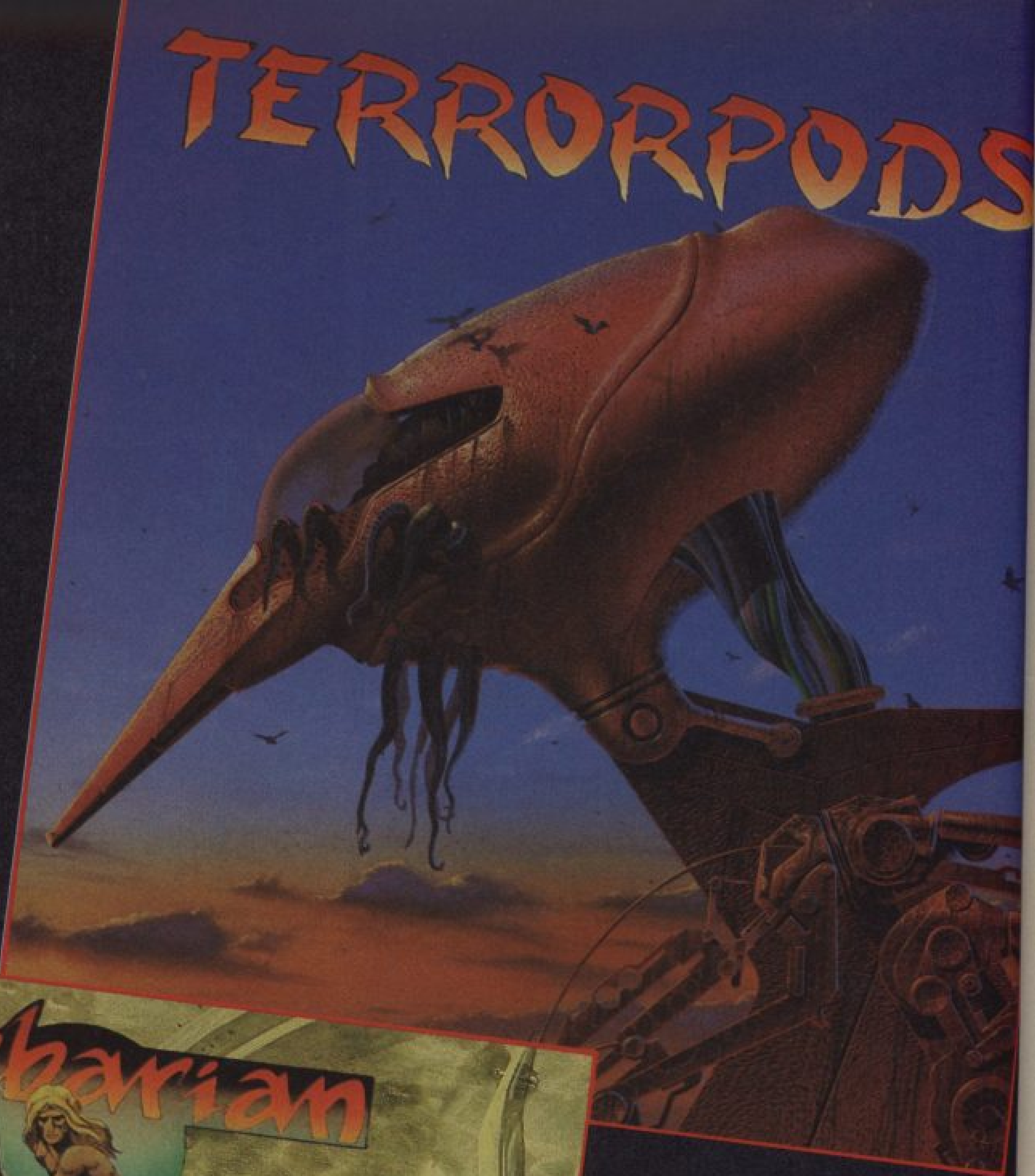


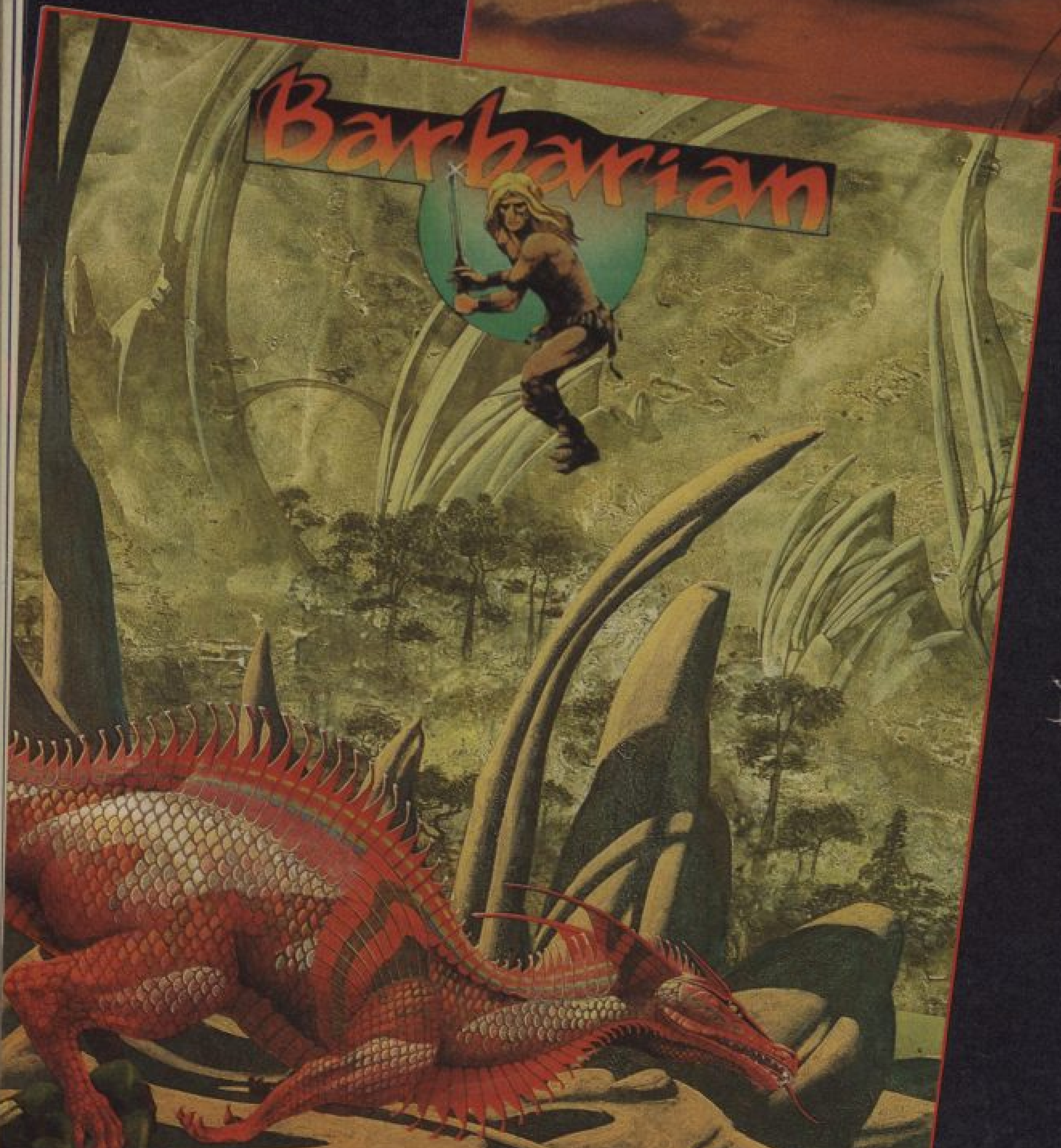
▲ More Star Wars from Stole Loseth.



▲ Matt Bielby in Pixels.

ME UP


TERRORPODS


Barbarian

BIG Screen

If music be the food of love . . . movie man Ward R. Street will need a diet after this month's melodicious feast!

Where were you in '62? In Baltimore they were addicted to dances like The Bug, The Corney Collins Show – and enough **Hairspray** (PG) to punch a hole through the ozone layer!

Appearing on Corny's TV music show is every teen's ambition and when Tracy Turnblad wins her place in the audience it enrages bitchy beauty, Amber Von Tussle. Meanwhile Tracy's best friend Penny Pingleton is dating Seaweed, a black kid, and runs into the harsh realities of racism when he's banned from the show!

The era of beehive hairdos and beatniks has been lovingly recreated by John Waters – the cult film-maker responsible for outrages such as *Polyester*, with its scratch and sniff card which let the audience share delights like dirty sneakers and worse.

Now he's turned down the tastlessness to produce the funniest, sunniest film of the summer. But it's still got its – err – eccentricities. Hairspray-ing heroine Ricki Lake makes most teenage stars look positively anorexic while her mother is played by the equally overweight female impersonator Divine!

But it all serves to keep **Hairspray** spaced out in its own daffy dimension. It's a musical filled with fantastic sixties tunes! It's a message movie with two messages – black and big are *both* beautiful! It's weird and wonderful with a host of special guests, including Debbie Harry and Pia Zadora – the happiest, wackiest movie this year. Start spraying that hair!

If only the dance contest in **Salsa – The Motion Picture** (PG) was so much fun. But this *Dirty Dancing* imitator takes its tale of feuding youngsters and dance hall histrionics all too seriously – and trips over its shoelaces before it hits the floor!

Set in a Spanish quarter of Los Angeles, working-class life centres on La Luna – a salsa dance club. Rico is determined to win the annual contest but tension rises when the former 'Queen of Salsa' Luna, tries to replace his girlfriend and partner, Vicki, and teach him some lessons – not all of which have to do with dancing!

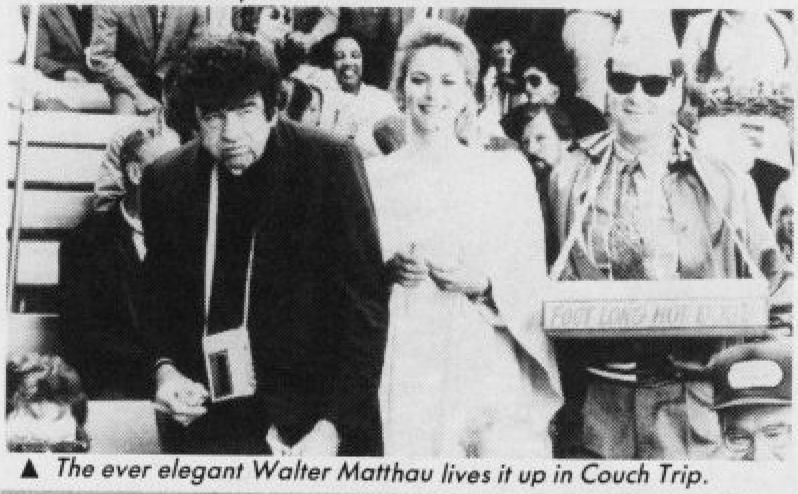


▲ *Divine stars in his last movie – Hairspray.*



▲ *The Monster Squad.*

Rico's friend Ken is dating his sister Rita, leading to muchos teen anguish and even more Latin American music. There are enough cliches to keep fans of bad movies on their toes but everyone else will want to sit this one out.



▲ *The ever elegant Walter Matthau lives it up in Couch Trip.*

Meanwhile the Transylvanian ballroom team of Dracula, Frankenstein, the Wolfman, Gill-Man and the Mummy have all turned up in small-town USA. Who ya gonna call? **The Monster Squad** (15) – that's who!

These teenage fear fans discover a book by one A Van Helsing – a dead giveaway that the undead are about to turn up on their doorsteps. Suddenly their favourite film frighteners are flesh and blood – or in the case of the Mummy, bandages and dust. The problem is, nobody will believe them.

So Sean, Patrick, Rudy and 'Fat Kid' – this really is the month for overweight heroes – set out to do the monsters before they do for the town. It's one hilarious thrill after another as they discover new ways to dispose of an ancient Egyptian and why werewolves wear trousers! They even persuade one classic creature to join them.

This isn't the first time the teenagers and monsters plot has been used but it's one of the best – a delightfully daffy roller coaster ride which packs more invention into its 83 minutes than most movies manage in two hours. It looks great, is well acted and keeps you on the edge of your seat. You'd be mad not to like it.

While we're talking about madness – strap on your strait jacket for **The Couch Trip** (15), in which a convict escapes from the mental institution where he's enjoying a relaxed regime, and poses as a psychiatrist who hosts a popular radio show.

As the cast includes Dan Aykroyd and Walter Matthau you might expect great things of this farce. But obviously something went wacko somewhere along the line. Aykroyd is fun as the con, gathering his radio audience on buses and taking them down to a baseball game for some group therapy, and Charles Grodin provides sterling support as the real doctor, recovering from a nervous breakdown in London. But there's too little sanity in this tale of madmen. It really is one trip you might want to forego.

There's a similar lack of

continued ▶

BIG Screen

sense about **Deadly Pursuit** (15), a thriller which goes way over the top – 7,500 feet over the Canadian border, to be exact – as it tells of an FBI man and his mountain guide in pursuit of a psychotic killer. The catch is that the murderer is holding the guide's girlfriend hostage!

It's a promising idea and begins well as the unseen psycho escapes from a house where he's holding the occuptants hostage – even though he's surrounded by police. But by the time scowling Tom Berenger has dragged Sidney Poitier, back in action after many years at the Fed, up the mountain, it's climbed the giddy melodramatic heights of True Life Macho Adventures.

Nobody would call Woody Allen 'macho' but every so often he feels the need to flex his dramatic muscles. Unluckily **September** (PG) finds him in serious mood once more and despite a packed cast, including Denholm Elliott and Mia Farrow, it's as enjoyable as a rainy autumn day.

A family gathers in their rural house to bitch, fight, burst into tears about men-friends and the like, against a background of memories as they prepare to sell the place. When Allen gets serious he seems to lose his self-critical facilities. With its mannered dialogue it may all work better on stage.

In such a crowded month we can't mention everything, but a special word for **Vice Versa** (PG), the tale of a father and boy who magically swop identities. It doesn't open till 29th July, so I'll reviews it at greater length next month. Just room to tell you that it's an hilarious comedy thriller so go see it.

Back to the dancing with **Skool Daze** (PG), though it's not actually a musical. Then again, it's not quite anything. There's some *Animal House* comedy, there's romance and there's a message about intolerance and integrity.

But what makes these university hi-jinks really different is that Mission College is for blacks. Spike Lee, who brought us the highly acclaimed, bargain basement *She's Gotta Have It*, has thrown in a bit of everything for his first big



▲ *Woody Allen's September.*

budget movie. It's messy – and at two hours it's twenty minutes too long. But it's also bright and breezy and heartfelt.

At Mission the students divide into two groups. The hard core blacks are politically aware while the



▲ *Skool Daze.*



▲ *Michael J. Fox tries once more to escape his squeaky clean image.*



▲ *The Pet Shop Boys acting? It couldn't happen here.*

Gamma Phi Gamma fraternity seem more interested in imitating the ways of white students. It focuses on the hilarious rituals of the Gammas, and the rivalry of radical Dap and cool dude Julian and their girlfriends – rivalry which is likely to turn into a dance number at the drop of a challenge!

Don't be put off by its heavy-sounding theme or its lack of discipline though. For the most part **Skool Daze** bubbles along like they really are the best days of your life and it's a true original. The report reads: 'Bags of enthusiasm. Will do even better in future.'

Better school than *The Pet Shop Boys* in their first film, *It Couldn't Happen Here* (15). It Shouldn't Happen Here is a fairer title for this mish-mash of supposedly-meaningful and heartfelt images – rather like their songs you may say.

What? You don't say! Then you're probably a *Pet Shop Boys* fan so ignore all my grumbles about this trip through a Britain stacked with second-hand surrealism in the hope of convincing us that Chris and Neil are really deep and sensitive. For the rest of us, this is what we always feared – a ninety minute promo film!

At least *Prince* concentrates on doing what he does best – which is performing on stage. **Prince – Sign 'O' the Times** (15) is a brilliantly well made documentary of his show. Now I'm no fan of the Purple Poser, but the sight of Sheila E pounding the drum kit is one even I won't forget in a hurry.

Salome's Last Dance (18) isn't another *Dirty Dancing* imitator but a version of Oscar Wilde's scandalous play, set in a brothel, with the tarts taking the parts and Wilde and male friend in attendance. Only one director could be responsible – the equally scandalous Ken Russell.

It tells the story of the princess Salome, who demanded the head of John the Baptist on a plate, presumably because she's tired of Big Macs. Russell's idea of outrageous decadence is to have everyone's nipples painted gold or silver, which is neither wild nor Wilde! He should take a few lessons from John Waters.



FIRE AND FORGET
THE FUTURE IS IN YOUR HANDS! FIRE AND FORGET! NEVER LOOK BACK
YOU ARE OUR ONLY CHANCE...
TOP SECRET
COMING SOON FOR SPECTRUM 48/128, C 64/128
AND AMSTRAD CPC
AMIGA VERSION
PS, PC, XT, AT VERSION
ATARI ST VERSION
TITUS™
UNIT 4 STANNETS LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS156DJ PHONE: (0268) 541126
©1988 TITUS SOFTWARE CORP., TITUS AND THE TITUS LOGO ARE REGISTERED TRADE MARKS OF TITUS SOFTWARE CORP. COMMODORE 64/128, IBM, ATARI ST AND AMIGA ARE REGISTERED TRADEMARKS OF COMMODORE ELECTRONICS LTD, INTERNATIONAL BUSINESS MACHINES, ATARI INC AND COMMODORE AMIGA RESPECTIVELY
DREAM-UP 45.84.29.79

SHACKLED

- ► MACHINES: SPECTRUM, CBM 64, ATARI ST.
- ► SUPPLIER: US GOLD.
- ► PRICE: SPEC/64, £9.99 ST, £19.99.
- ► VERSION TESTED: ATARI ST.
- ► REVIEWER: CHRIS JENKINS.



▲ *Gauntlet done with a little more variation.*

The eagerness with which each new *Gauntlet* clone is greeted never ceases to amaze me. After all, the original is still the best, and If you endlessly blasting hundreds of boring sprites on countless similar levels, you might as well stick with the devil you know.

Mind you, *Shackled* has a lot going for it. Apart from the Commodore 64 version, where both the graphics and sound effects are truly dreadful, it looks good; and there's a little more variation to the gameplay than you'd find in *Gauntlet* itself.

The plot's pretty straightforward. Your comrades-in-arms have been captured by the forces of evil, and chained up in cells situated in a labyrinthine castle. Your task is to save them, fighting off the enemy monsters as you go.

The scenery is seen from a top-down perspective, pretty similar to that of *Gauntlet*, but rather than a lot of open space there are large areas full of narrow corridors. As you find cell doors, you open them with magic keys (conveniently left lying around as usual) and enter the cell to rescue your chum.

Each friend carries a special weapon which can be used against the baddies, which include knife-throwing ninjas, giant ogres, energy-draining blobs and archers.

Your extra weapons include knives, arrows, balls of fire, shields and speed-ups.

You'll need the speed-ups, because lovely-wovely though your friends are, they don't half slow you down as you try to make for the exits. If you reach the final door on each level, you get through to the next and earn bonus points according to the number of people you've saved and the number of enemies snuffed.

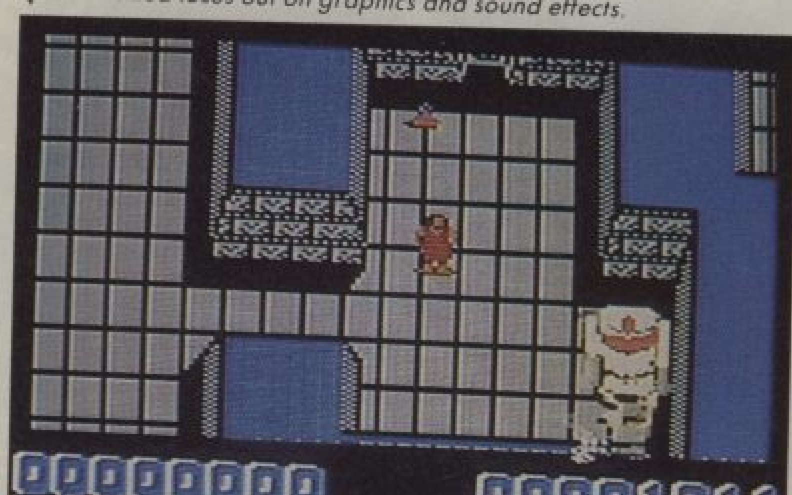
Although there's no strategy as such involved in *Shackled*, there's a certain style of play which you have to adopt if you want to survive. Move fast, hit hard, don't get trapped in corners, and watch yourself as you traverse narrow corridors. Because the scenery scrolls in four directions, it's easy to run into a squadron of archers hidden, say, off the top of the screen.

While the characters and effects (such as jets of flame) on the ST version are very artistically designed, the background is a bit of a disappointment, featuring large lumps of unvaried colour. There also isn't enough variation between levels, though I admit I haven't completed all 112.

Fast moving and imaginative, then, but not perhaps original enough to sustain your interest in the long term.

The Amstrad CPC version is almost (but not quite) as poor as the Commodore 64; the characters are bland, the sound effects unimaginative and the backgrounds similarly afflicted by big blank blocks. All the versions have a misleading error on the packaging; the ST screenshot is labelled "arcade version" and vice versa.

► GRAPHICS	7
► SOUND	7
► VALUE	6
► PLAYABILITY	7
► OVERALL	7

▼ · *Shackled loses out on graphics and sound effects.*


UPDATE . . .

Although *Shackled* is a conversion of a Data East coin-op, the machine doesn't seem to have been widely distributed in this country. Basically the 16-bit versions seem to have come out quite well, while the 8-bit games are disappointing with the surprising exception of the Spectrum.

You can expect to see versions for Spectrum Plus Three disk and MSX in the next couple of months. A more sophisticated Amiga version is also in the works.



JUST THINK
What if you could buy all these hit games in a special pack for the price of one... Wouldn't that be fantastic?
And what if there was an extra FREE game included – say the best selling martial-arts simulation "Yie Ar Kung Fu". Wouldn't that be sensational?
WELL NOW YOU CAN!
It's called...
THE MAGNIFICENT SEVEN
UNSTOPPABLE! 33 WEEKS IN THE CHARTS!
And of course it's courtesy of
ocean
SPECTRUM, AMSTRAD, COMMODORE CASSETTE
9·95
DISK
17·95
You can buy it on December 1st O.K.?
Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone: 061 832 6633

TRACKS
MANAG

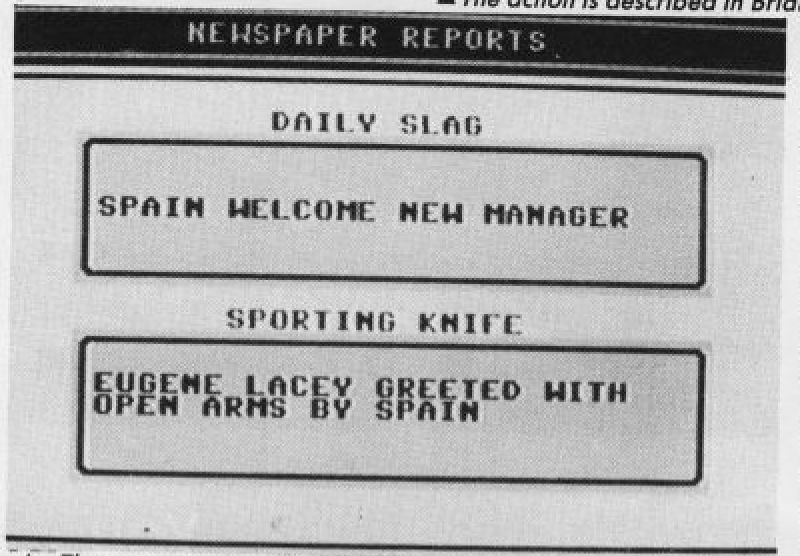
► **MACHINES: CBM 64/SPECTRUM.**
► **SUPPLIER: GOLIATH GAMES.**
► **PRICE: £9.95.**
► **VERSION TESTED: CBM 64.**
► **REVIEWER: GENE SIMMONS.**

Goliath is a name you may not have heard a lot about, but it's a name that will be talked about quite a lot, considering the strength of this, the company's first entry into the software market. It is, and this is no exaggeration, the *best ever* football managerial game, ever, in the history of the world, no messing, straight up, honest. A claim you'd normally only hear from a PR company, but for me to write it, it must be something good.

You are given the task of managing the England squad, or any of 54 other countries, and gently nursemaiding them through first the European Cup (Nations Cup) and then the World Cup. As far as I can remember, and that's quite far despite my tender years, there has never been a true managerial game. There's always been a bit of administration and accountancy thrown in, which I have always found to put a dampener on the fun.



▲ *The action is described in Brian More speak.*



▲ *The press approve of a mega transfer deal.*

In *Tracksuit Manager*, you are only the manager. You know how they're going to play, and above all, win.

Glancing back over the four managerial duties, some of you might stop and think to yourselves that one and two have been done before, but what's this thing about 'how they're going to play'. As well as tackling an almost untapped field of the genre, namely international football, Goliath have gone for a far more involving and sophisticated approach to the match. With the use of a couple of menus, you can piece together a very complicated strategy very quickly.

Using the Team Tactics menu, you can set formation, playing style (attacking, defensive), length of passes, tackling, style, general defence system (sweeper, offside trap) plus a general guide to how you want the team to play the full match (slow build up, fast build up, fast –

SUIT
GER

counter attacks). All this generalisation not involving enough for you? Fine, just switch to the player tactics menu. With this you can tell a player exactly how to play, who to mark, where to play, whether to take free kicks, penalties, thrown-ins or corners and lots more.

The matches themselves are a piece of masterful programming. A small diagram of the pitch and a highlighted band provide all the graphical bits with the purpose only to show where the ball is.

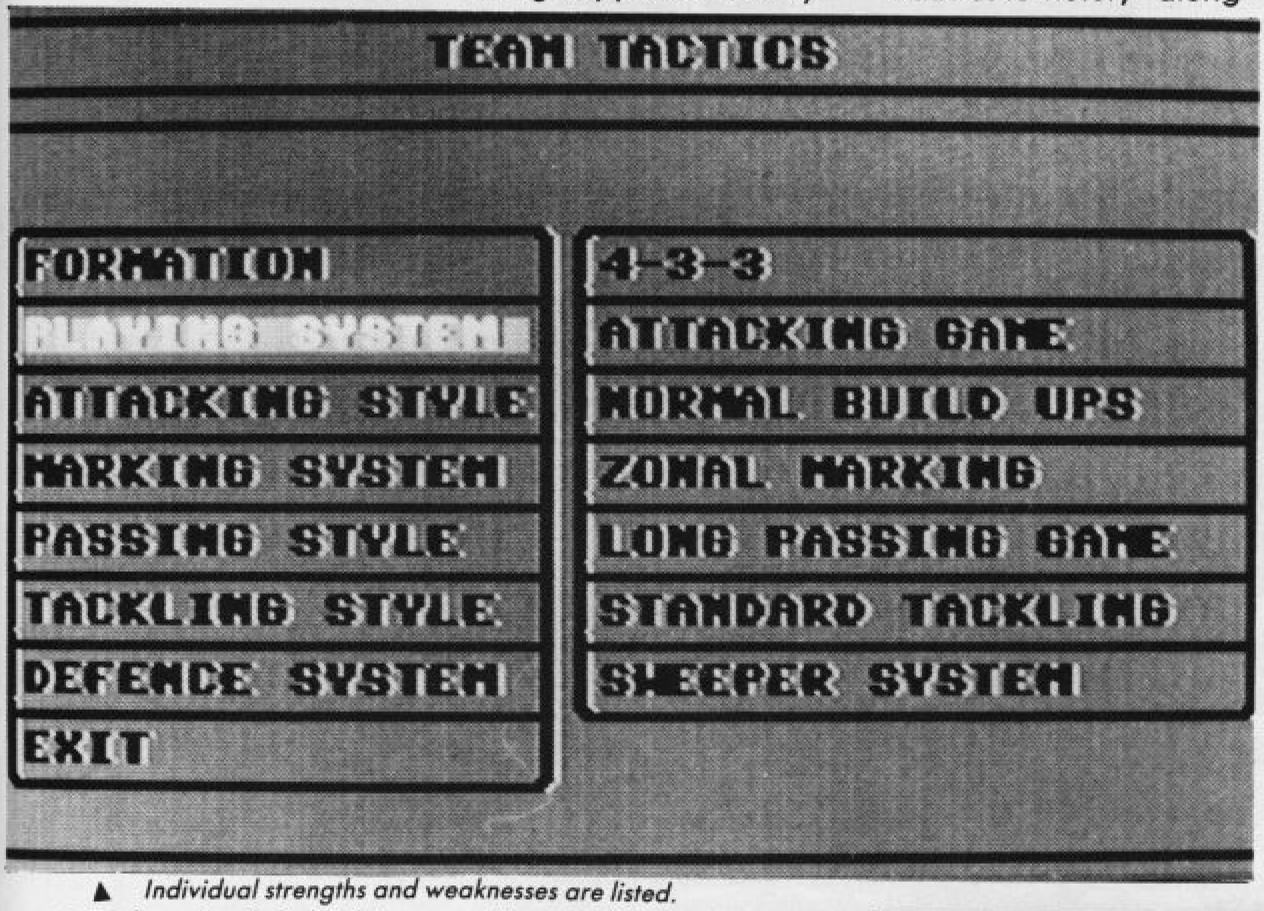
The incredible thing about the matches is the commentary. Whilst playing, you are given a running update on all action on the pitch. Stuff like "Lacey gets the ball. Lacey runs upfield. Williams brings down Lacey" and so on for the length of the match, which incidentally, is variable. Anything from sixteen seconds to 90 minutes, by using the joystick to give all the details about the match, such as the number of goal attempts, fouls, bookings, sending offs and more besides. The same thing happens after any other matches, which amazingly only take less than a second to play.

The main aim of the game alongside providing hours of fun, I am told, is accuracy. Over a thousand real players are contained within the program, and statistics are held on all of them; such as passing accuracy, confidence, skill, heading accuracy and tons more, along with their home clubs, caps and goals scored. Needless to say Maradonna is the best player I could find, with no less than five statistics at Brilliant level.

All of the usual stuff is also contained, such as group tables, fixture lists and the most impressive scout reports I've ever seen. The one thing that really adds pleasure to the game and can decide whether you feel good or not about your 1-0 win over Albania are the newspaper reports. After every match you play, you are given two newspaper headlines from the Daily Slag and the Sporting Knife. 'Cute' little messages like "Simmons goofs up" and "Gene leads us to victory" along with many more can boost or drop your ego.

The whole game is joystick controlled and all options are selected from a little bar at the base of the screen. The presentation is very clean and professional, with the screen divided and redivided into various windows and any and all useful information is always on-screen.

As I've already stated, *Tracksuit Manager* is the best ever managerial game and a very impressive start for Goliath. If you like football get it. If you like strategy, get it. If you want one of the best 8-bit games around at the moment, get it.



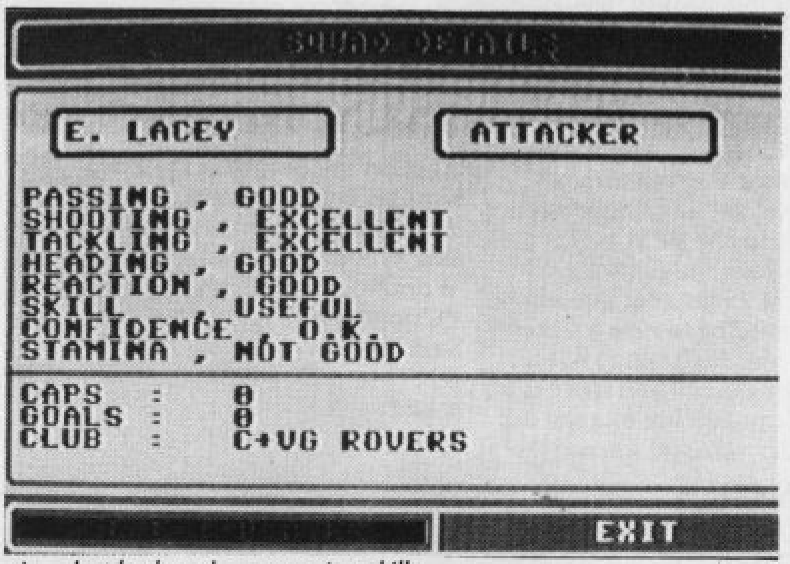
▲ *Individual strengths and weaknesses are listed.*

► GRAPHICS:	7
► SOUND:	N/A
► VALUE:	9
► PLAYABILITY:	9
► OVERALL	9

Update . . .

The Spectrum version is identical to the 64 version in playability and layout, with some screens slightly altered with different character sizes and different sized windows.

Even as we speak, plans are being drawn up for 16-bit versions later in the year.



▲ *Just look at these stunning skills.*

Play By Mail

It's me, Wayne. Lots to write about this month, like board games featuring your favourite superheroes, and a couple of Fanzines. No time to waste.

PBM'ers MEET IN SHEFFIELD

Yes, they have confirmed to me that this year there is going to be a SECOND PBM convention! Going under the name of "The Great Northern PBM Convention", it will take place on 15th October at Sheffield Polytechnic, Sheffield, between 10 am and 6 pm.

As I write they are in the process of inviting 20 of the biggest P.B.M. companies in the UK to the convention, as well as a handful of smaller ones. Further details of the actual companies attending will be released in my next column. However, at present I can confirm that they are organising Live Role Playing sessions (Participation and Demonstration), an Open AD + D Competition, Wargames displays and participation, a bring and buy sale, loads of Fantasy Role Playing Games to get involved with, the "Alternative" PBM awards (worst Company etc), quizzes and competitions, a fanzine stall, PBM lectures and seminars, plus Computer game competitions. Also, thanks to the forthcoming changes in the licencing laws, the professionally run bar and cafe will be open all day!!

Sheffield Polytechnic is directly opposite Sheffield BR station. The event is taking place in the Main Hall, plus surrounding lecture theatres, on the Pond site.

The entrance fee is £2.00, but once again I have managed to secure a discount for *C + VG* readers. Anyone who writes in to me at C + VG with a cheque P/O for £1.50 made payable to the BPMA plus a ssae will not only make a saving of 25 per cent but will be guaranteed to receive a ticket.

The Sheffield venue has a smaller capacity and there is a realistic possibility of a sell out. Consider yourself warned!!

PANGEA SHELVED

I know for a fact that one PBM company that won't be turning up to the Sheffield PBM convention will be Anvil Games, who used to run *Pangea*. I have received a letter from them stating that due to personal reasons they have had to close down their company and cease running the game. The GMs have assured me that all players who have credit in the game will receive their money back in the long run.



▲ *Brace of fanzines – essential tips for PBM'ers.*

CRASIWORLD LAUNCHED

Another big chance in the PBM world is that KJC have recently leased off the rights for their first ever game, *Crasimoff's World* to a new company called "Crasiworld", run by Andy Smith. Andy, who was one of KJC's long serving GMs, has asked me to mention that all correspondence should be sent to him c/o; Crasiworld, 4 Crescent Avenue, Cleveleys, Blackpool, FY5 3JE and that at the moment he is limiting the membership of the game to keep the turn around time at a minimum. This means that new players who wish to start up in the game or old players who get wiped out and wish to recommence will be placed on a waiting list for the moment, until a new place is available. To speed up turns, Andy is employing the use of a modern word processor which will also allow him to up date the tokens on a daily basis.

MIDGARD NEW RULE BOOK OUT

Talking of new rulebooks, Mitregames has just issued version 5.1 of the Midgard rulebook. This takes into account the fact that Mitre has just amalgamated both the US and the UK version of the game and it aims to iron out any inconsistencies that existed between both versions of the game, on different sides of the Atlantic. јit looks much better written and the rules are explained with a welcome clarity. I especially like the naval rules revisions in respect of ships and combat. The rule book costs £5.00 and further turns are £3.00 each. Anyone interested in this thinking person's PBM should make all cheques payable to Mitre and forward them via *C + VG.*

Standard Games still has a few places left in their *C + VG* game of *Dark Blades.* You could win a gold plated dragon, which measures over 12 inches in length and breadth, and is valued at over £1,000, as well as many other prizes!! Full reports of the C + VG game will be featured in my next column. If you are interested in taking part in what I consider the best presented PBM game to date, drop me a line with a cheque/PO for £5.00, made payable to Standard Games and I will ensure that you get in the correct game.

FANZINES

• PBM SCROLL No 2
• (70p) By Philip Rankin

Contains hints and tips on the Boss level of *It's A Crime,* plus reviews of *Gameplay, Alkimora* and *League Soccer,* as well as part one of a PBM directory, giving the full details of certain PBM companies. Although the printing quality varies from issue to issue, it is humorously written.

• PBM SCROLL No 5
• (No price given, but worth about 85p in my estimation) by John Woods

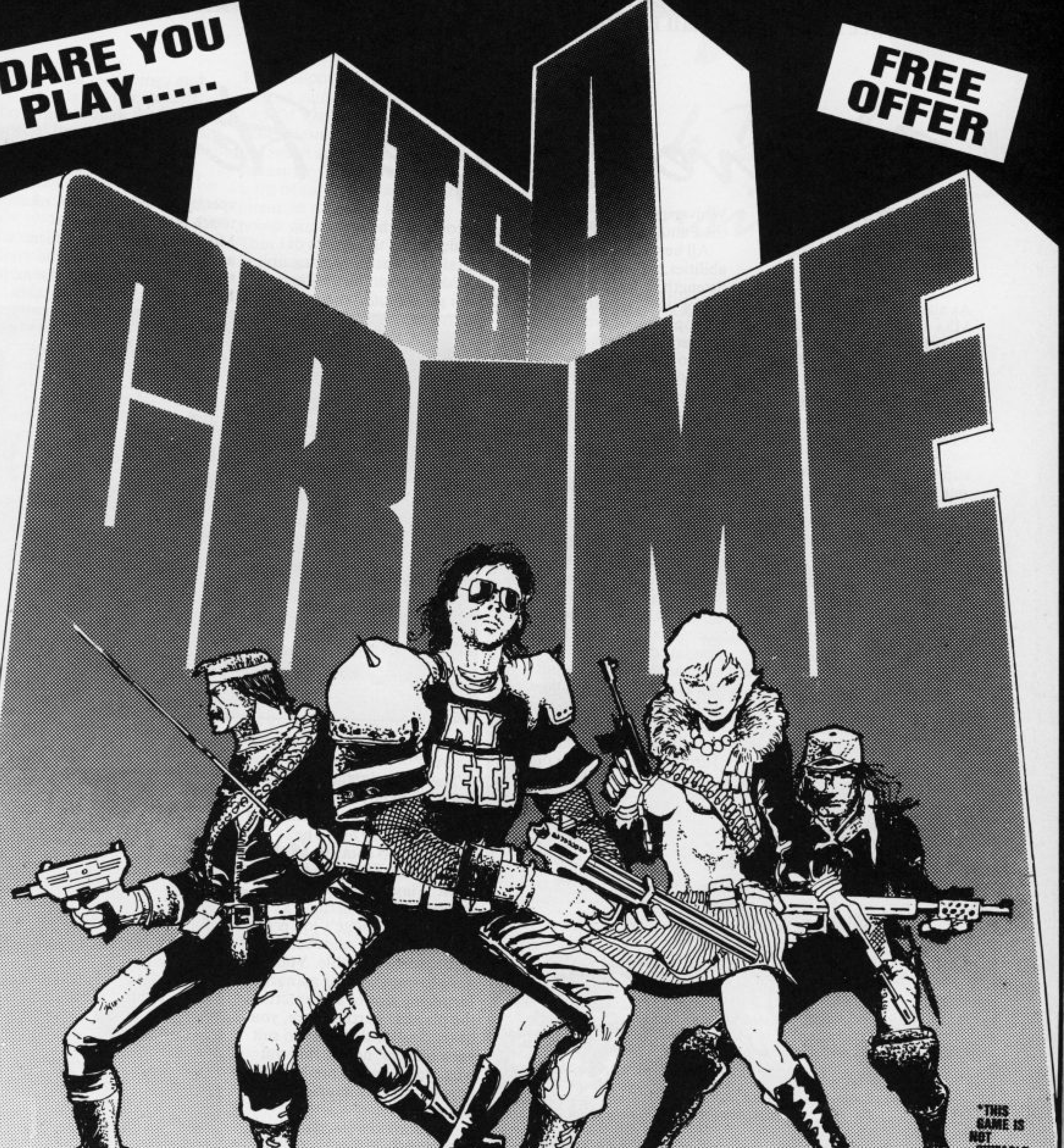
Very well put together issue, with *It's A Crime* and *League Soccer* covered once again, plus a few other sports games, including European football and Aussie rules!! Other games covered include *Spiral Arm* and *Crisis,* as well as a couple of amateur games that I have never heard of.

GOING DUTCH

To close this month's column, a large PBM company, which is based overseas, has asked me to remind foreign players that not all PBMs are written in English. *Fantasia Arena,* a Dutch company co-run by Paul Hartman, runs a wide range of PBMs that are written in their native language. If you can read Dutch and are interested please contact: Fantasia Arena, Van Bassen Straat 118, 3067 ND, Rottedam, Holland.

GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.



FREE!

SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF **IT'S A CRIME** THE WORLDS MOST POPULAR PLAY-BY-MAIL GAME

Write to: –

KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCS FY5 2UL

FANtASy

The interest in FRP is growing on a daily basis out there if the size of my massive mailbag is anything to go by. This month we take a look at the game based on Marvel Comics' super heroes, the latest *Dark Blades Expansion* , plus a round up of all the latest FRP news around the country. By the way, don't forget to keep that mail flooding in!!

Marvel Super Heroes

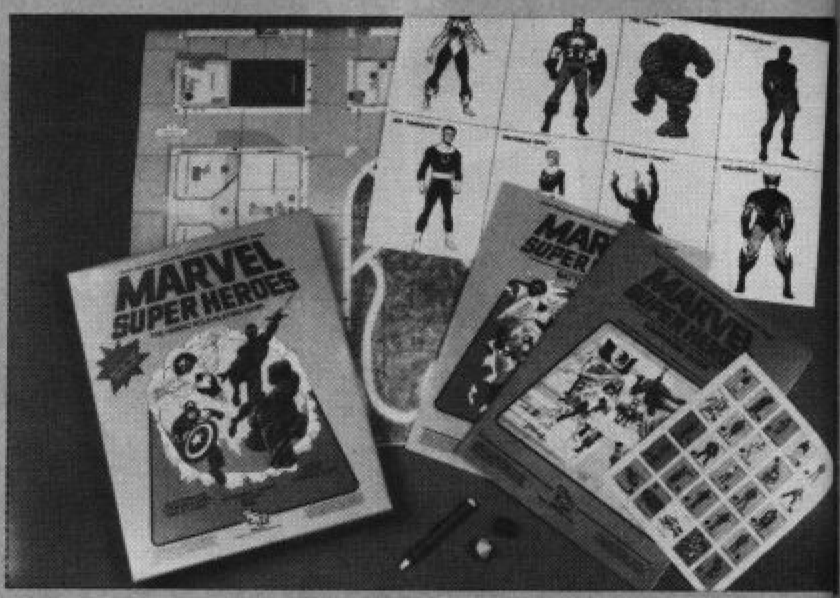
► **PUBLISHED BY: MARVEL/TSR.**
► **SUPPLIED BY: GAMES OF LIVERPOOL.**
► **PRICE: £8.95.**

As an avid comic collector and AD + D officianado, imagine my delight when I discovered that Marvel comics and the creators of the world's most popular role playing game, TSR, had got together to create a game whereby you could play your favourite comic superheroe's! A million and one possibilities swept my mind, as I ripped open the box and began to read the enclosed "Battlebook".

The 18 page *Battlebook* is aply named as its main function is to inform you how to resolve the many combat situations you will inevitably find yourself in. It also explains how to play the game. Basically you can choose to play one of eight pre-determined famous heroes: Captain America, Captain Marvel, Spiderman or Wolverine, or any number of the Fantastic Four.

All heroe's have seven major abilities, which ranges from Strength to Psyche and four minor ones. Playing the game is simply based around "The Universal Table". This allows you to calculate every result you will ever need, quickly and efficiently. The table is divided up like bar graph, with numbers from 1-100 down one side, and all the characters abilities down the other. All you have to do is role two ten sided dice (which are enclosed), giving you the random number you need and then cross reference the result between the two on the table. The result you get is a colour, which tells you whether you have failed, succeeded, done something special, or done something spectacular, which is not always to your advantage.

If you find this too simple, then there are some advanced rules that take the game a step further and introduce other factors, which mean recalculating the results of certain actions by moving up and down the table. However, even this is not that complex and takes only a short while to master.



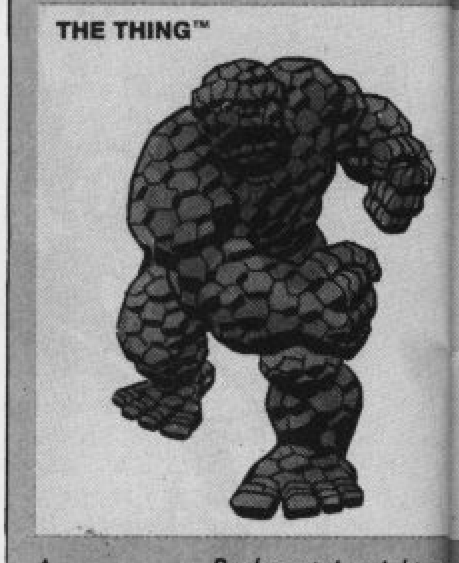
▲ *All this Marvell role playing gear for less than nine quid.*



▲ *This set includes the X-Men of a few years ago, not the present team.*

The 48 page "Campaign Book" makes very interesting reading indeed. It explains that the game is run by "The Judge", who controls all the supervillians, thugs and other 'Non' Player Characters like, Auntie May, Spiderman's relative. The judge's job is not easy but, by the same token, it is the most enjoyable. You have to have a bit of a knack for telling stories and entertain the players. Furthermore, you have to tailor the game to suit your players' needs, find out what your players prefer and adjust your adventures accordingly.

The book covers many topics such as magic, vehicles, heavy artillery, building special special environments. A nice touch is that the relevant Marvel character introduces and takes you through the subject that they specialise in. For example Dr Strange takes



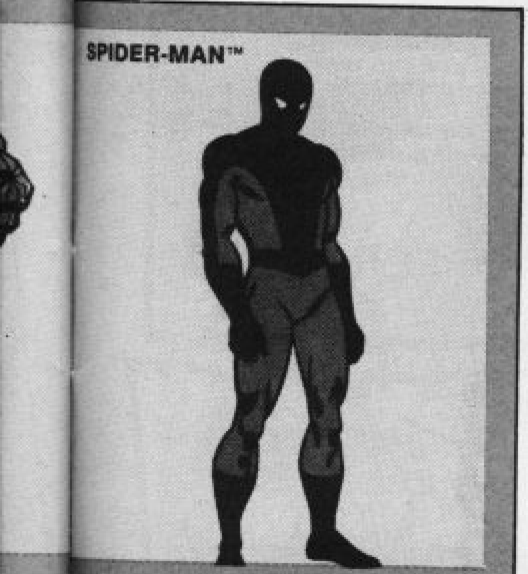
▲ *Pack contains eight ca*

yRole-Playing

items, alien technology and magic, whilst Mr Fantastic take you through the building special items sections. It helps you flush out your whole game and provides you with a constant source of invaluable aid. It can also help you create the role playing version of your favourite superheroes, such as Dare Devil and Iron Man who are not covered in this game.

The aim of the game is to achieve more Karma. The more Karma that you can accrue, the more you can increase and improve your natural or unnatural abilities. However, be warned, Karma is more easily lost than it is gained, as not only do you effect your karma by being a super hero, but you also effect it when you are in your secret identity. For example, if you stop a major crime, then you will gain a certain amount of Karma, but if when you were stopping the aforementioned crime you were supposed to be taking your loved one on a date, then you will lose the Karma that you have gained!! Karma can also be sacrificed to temporarily effect your powers in certain ways. How you do this is up to you.





t cardboard super heroes.

I then flipped through the official game adventure, "The Day Of The Octopus", by Bruce Nesmith. Without giving too much away, you have to thwart Dr Octopus and his team of super villains who are intent on stealing a suit of power armour. The Mighty Thor is by your side to help you in this tough challenge.

Overall, I liked the game. It is easy to play, fast, exciting and full of action. It is well written in a humorous, non-condescending manner and excellently packaged. The drawings are superb (they should be as they have a fleet of the world's best artists at their fingertips) and the enclosed large double sided map is a nice touch.

My only real criticism is leveled at the dice and the character counters. The dice are so awful, that they give you a crayon to colour them in with so you can see the results better and there are simply not enough character counters to complement the game.

I liked the game overall, especially the way that you could unintentionally lose Karma and eventually end up being hated by the public. To Quote the booklet "No-one said being a superhero was easy!!"

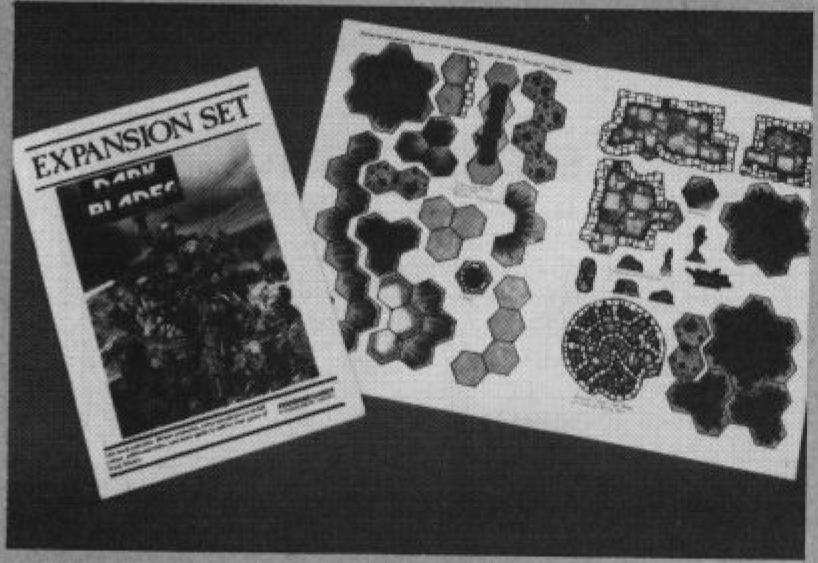
- ► PLAYABILITY 7
- ► COMPLEXITY 4
- ► BASIC GAME 4
- ► ADVANCED GAME 6
- ► ENTERTAINMENT VALUE 7
- ► VALUE FOR MONEY 8

Dark Blales Expansion Set

► SUPPLIER: STANDARD GAMES.
► PUBLISHER: STANDARD GAMES.

This booklet contains twenty scenarios for you to play in association with Standards board game, *Dark Blades*. However, as you probably know by now that all Standard's games are based on one system throughout and therefore these games can also be played in conjunction with the likes of *Cry Havoc, Siege* and *Outremer*.

Some of the scenarios require and you can see that Standard have come up yet again with another winner of a package. For example, take the case of Quill the Wizard who has been challenged to a magicians duel by a rival Shaman. The aim is to see which one of them is the best wizard. Quill has been forbidden to attend by his leader because he is too valuable to be killed in a petty squabble, but



▲ *Dark Blades expansion set contains forty magic tokens.*

additional maps and these can be cheaply purchased from Standard via mail order. This is not a must however, as with as little imagination, some hex paper and a modicum of artistic skill you could design your own maps to suit the relevant scenarios. The decision is really up to you.

The scenarios cover all different kinds of encounters and they range from rescuing a dragon to herb gathering! They have one thing in common though, and that is that they are interesting. Add this to the fact that they are original to boot

whilst he was otherwise engaged, Quill slips out of the camp with a few of his most trusted companions to settle this matter of honour. Meanwhile, the rival Shaman is waiting with his "Companions", that consist of two war dogs and a slow thinking Beserker!! An interesting conflict would arise naturally, however, Standard have brought in some new rules that make it even more entertaining.

The Expansion kit also includes 40 (count 'em!) new magic tokens which change the game *Cont p.79*

FANTASY ROLE-PLAYING

Continued from p. 77.

dramatically. Some of the new spells are very powerful and they serve to make the spell casters more relevant and important to the game. One spell, "Alter Terrain" has lead to Standard including a new sheet of terrain pieces with this package to cover the effects of the spell. Also, not being people to waste space, Standard has included various cut out valuables and pieces of a 2D wizards tower.

The other spells include "(k) nightly pain", which causes certain knights to suffer a pain so immense that they have to bang their heads against the floor to get rid of it, which of course causes them damage, to "Flame Finger", which causes everybody in a certain area to suffer wounds from a fireball. There are a great deal more spells but lack of space stops me going into greater detail.

If all this is not enough, Standard has added two more items which enhance the game greatly. The first is the additional optional missile rules, which give realism and depth to all the missile weapons, and this includes everything from throwing daggers to Longbows. The second is the Character Advancement rules, which enable you to improve the fighting skills of your favourite characters. By using the tables provided, and by recording accurately your characters' experiences, it is possible to progress within the game frame work. You should bear in mind that this system is reversable and you can regress in levels as well as progress. A general rule of thumb is that if your characters adhere to their aims and are successful, they will gain skills, however, if they drift from their principles and fail in battle, they will find themselves on the slippery slope down the skill tables.

A good value for money package that will provide hours of entertainment. This is because the scenarios fit in with so many of Standard's games.

► PLAYABILITY	8
► COMPLEXITY	6
► DESIGN	8
► VALUE FOR MONEY	8

Ogre Forest

● Mega games, who brought you the all new Mega Role Playing system, (reviewed in June's *C+VG*) has now released their first scenario. Titled *Ogre Forest* it is designed to give starting adventures for inexperienced players, characters and GMs. These ready top play adventures are very useful when a GM plays the Mega



▲ *Ogre Forest – set contains all colour maps.*



▲ *Scene from the huge separating screen in Ogre Forest.*

System for the first time.

The module contains two separate adventures called: *The Return Of Twain Alderyn* and *Ogre Forest*. They may be linked together if necessary or can be run individually.

All the maps, outdoor and indoor are shown on the cover in colour as well as on a separate sheet. The outdoor maps are designed in such a way that they will fit easily into an existing world or campaign.

An experienced GM should be able to make even more out of the adventures than is just supplied, as special missions, interesting encounters and so on will give the players more to deal with. Many additions could be made as a direct consequence of the players, actions in each scenario.

Both scenarios are interesting, *The Return* is a short encounter based around a house that is rumoured to be

Cont. P.80.

FANTASY ROLE-PLAYING

Continued from p. 79.

haunted. It is ripe for thieves and the like to use as a hide out, however, whatever way you play it, you should find a twist in the tale. *Ogre Forest* is the longer scenario, which mixes up Ogres, Kidnappers and a trip through the forest together with an interesting story line. Success depends a lot on roleplay and hack and slayers could be in for a bit of a hard time.



▲ *Role playing adventure in Ogre Forest.*

My booklet came accompanied with a big, colourful Dungeon Masters screen which, for the uninitiated, is plonked in between the Dungeonmaster and the players to stop them peeking at classified info.

Once again my main gripe is with the artwork. It is terrible! The colour maps are acceptable, but the black and white artwork just makes me cringe. However, as the price is around £4.50 I can forgive them this time because the rest of the product is well put together and it is easily convertible into other games systems.

After reviewing the *Middle Earth Role Playing System* (MERPS) scenario, *"The Mannish Races"* vol II, a lot of you have asked me to give you more details about the actual game. Well, at the moment the game is available in two forms, a boxed set and the solitary rulebook.

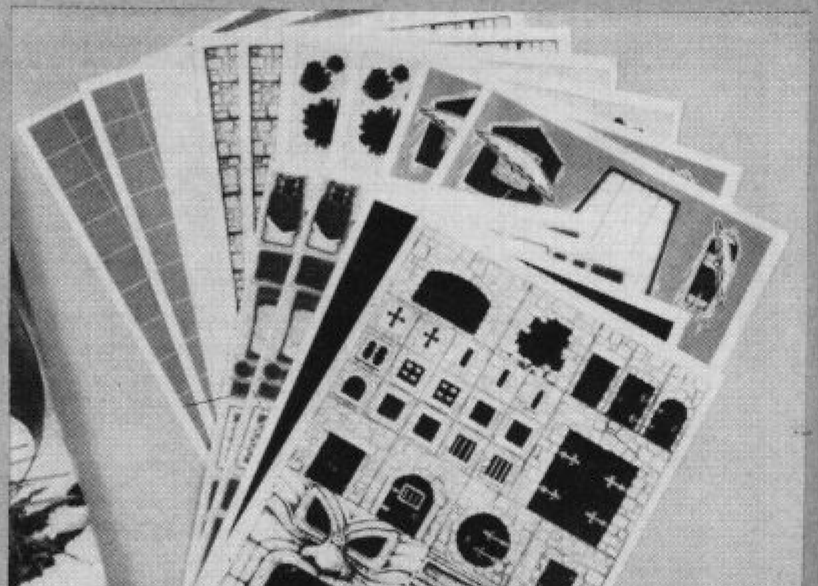
The boxed edition sells for £9.95 and is beautifully packaged and the artwork is just out of this world. For your money you receive the MERP rulebook, a 32 page introductory adventure booklet, a 16 page layout booklet, a set of full colour stand up characters and the relevant dice.

The rulebook alone sells for £6.95 and the game can be played straight from the booklet. The rules cover combat, races, magics, professions and everything else that you can think of. Also included is a complete starting adventure in the Trollshaws region. The whole package is written in a player-friendly way and if you like *Tolkien*, this game is definitely for you. Personally, I believe that it is worth laying out the £3.00 for the extra background that is covered in the boxed set alone.

Cardboard Characters

● OK, so you've bought a fantasy role playing game, played if for a while and are just getting to grips with it. You want to improve upon your game's settings and make it more visual, but you cannot afford the lead figures or accessories, so what do you do? Easy! You go out and buy the latest *Dungeon Accessory Pack* from Standard Games, which is No 2 in the series. For £3.95 you receive 12 A4 hard cardboard sheets that can be cut up into many individual objects.

The sheets range from small things like swords, treasure piles, vegetation, and paving stones, to larger items like rafts, boats, ships and roofs. They are all very well illustrated and sturdy, so they will last for a long time. My favourites were the doorways and windows, which are uniquely designed. One nasty double doorway is like going through the mouth of some hideous demon and the windows above it are designed to make them look like eyes!! A good test of any brave adventurer's metal. Also if you have a steady hand you could cut out the picture on the cover of the box and use that as well.



▲ *Box full of accessories for just £3.95.*

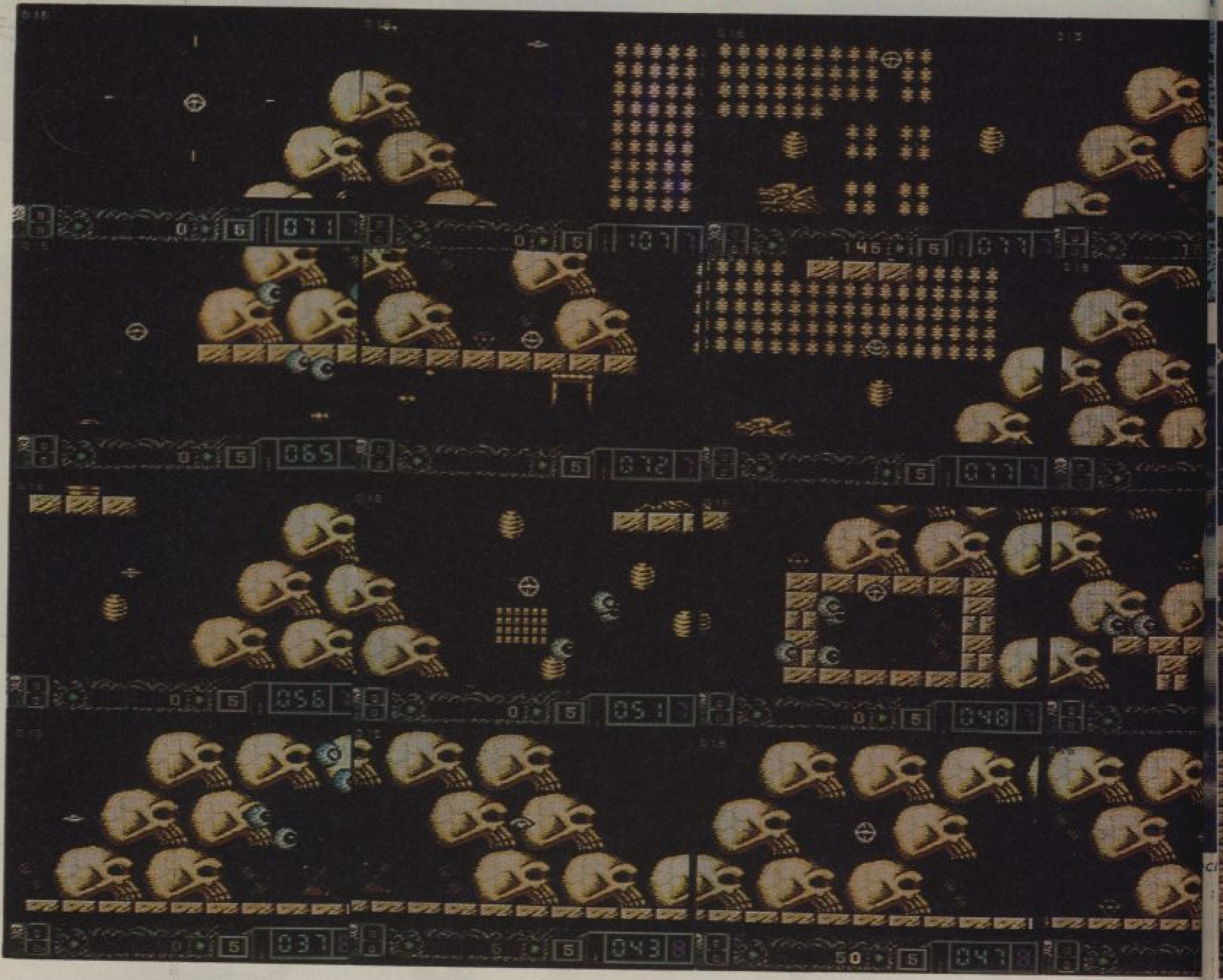


You are competing against the world's greatest in the greatest and toughest series of winter sports yet devised. Seven events to test your skill and nerve to the utmost; each one with
THE GAMES™
WINTER EDITION
its own individual demands. Practice, patience and more practice are required to stand any chance of a medal. You can do it; you will do it! And what's more you'll have a great time trying!
Ski Jumping – Daredevil bravery, nerves of steel and total control are compulsory in this event where both distance and style count towards your score.
Speed Skating – The fastest self propelled sport on earth. A test of strength and rhythm where speeds of 30mph are reached in the quest for gold.
Cross Country Skiing – One of the stiffest tests of pure physical prowess ever devised. Battle with time, terrain and winter itself in this ultimate test of endurance.
Figure Skating – Precision and poise are essential in this most artistic of sports.
Slalom – Speed, control and split second timing are pre-requisites in this most difficult of skiing events.
Luge – Daring, a touch of winter madness! Lying prone, feet first on a sled you'll use every muscle in your body to make the most of each straight and curve.
Downhill Skiing – A free fall in white, you'll achieve speeds of 70mph as you hurtle towards gold!
EPYX®
Manufactured and distributed under licence from Epyx Inc. by U.S. Gold Limited 2/3 Holford Way, Holford, Birmingham B6 7AX.
All screens from the Commodore 64 version of the game.
Available for Amstrad CPC Cassette & Disk · Atari ST Disk · CBM 64/128 Cassette & Disk · MSX 64 Cassette · Spectrum 48/128K, + 2 Cassette · Spectrum + 3 Disk
© 1988 Epyx Inc. All rights reserved. Epyx is a Registered Trademark No. 1195270.

Play Masters

NE

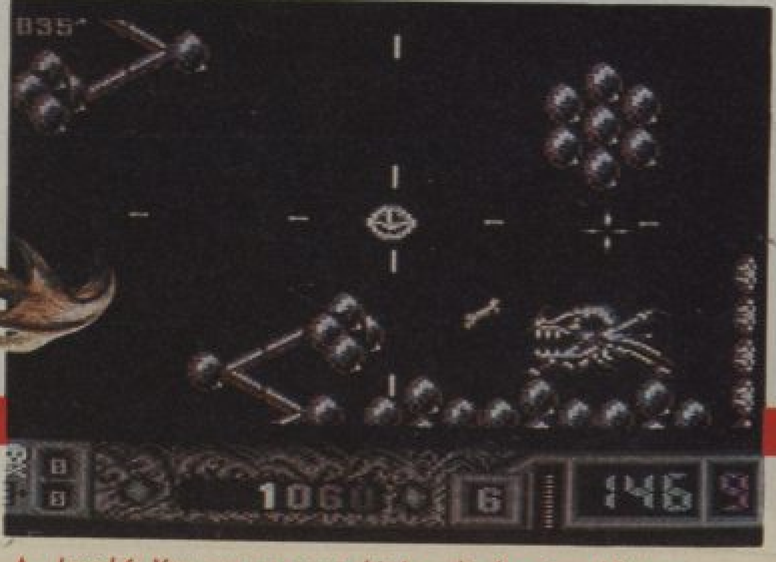
Here's an exclusive preview and map for ace shoot 'em up *Netherworld*, hitting a shop near you soon on every format you can think of. That means all the Spectrums, Amstrads, C64, Atari ST and Amiga.





***Netherworld*, covered in *Fax* last month, is a brand new shoot 'em up from Hewson, programmed by *Jukka Tapanimaki*, a Finn who they insist on calling "Charlie T".**

There are twenty four levels of a mysterious limbo state where a set amount of diamonds have to be collected in order to buy your way out of a level using a teleport. In your way are a horde of monsters – from dragons to fireballs – created by the monster generators. Dead aliens leave behind glowing icons which you can pick up in your revolving ship. These include extra points, extra speed (these look like arrows, but slow you down if you collect more than three of them), a skull and

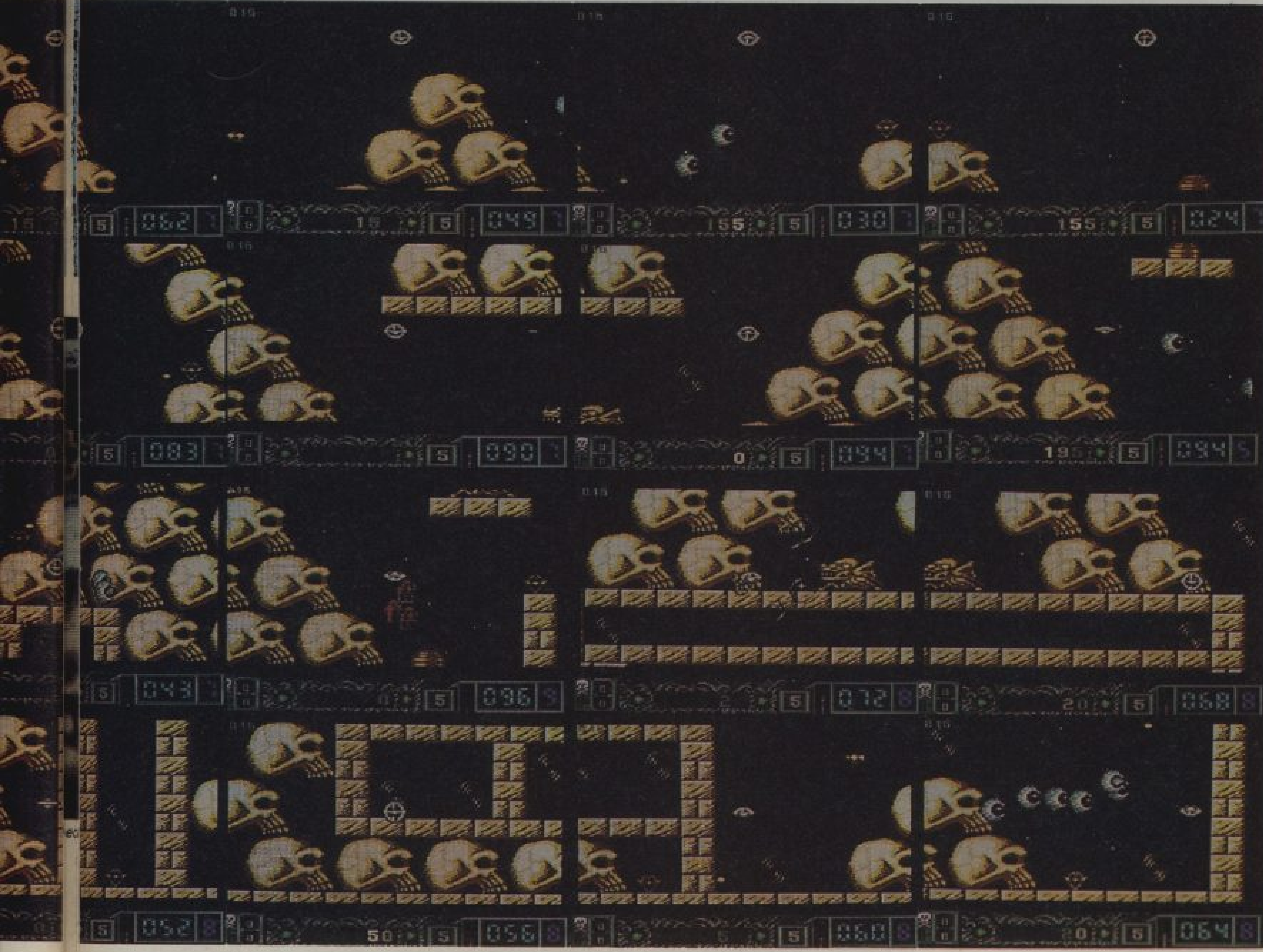


▲ *Level 6. You can see your ship's multi-directional firing.*



▲ *Level 8. Things are getting*

ETHERWORLD

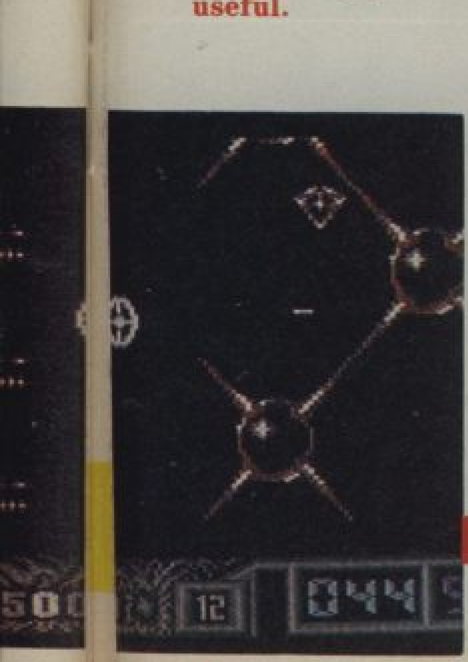


crossbones shaped thing that destroys everything you touch and surprise bonuses which can give extra lives, invulnerability, or can send you out of control.

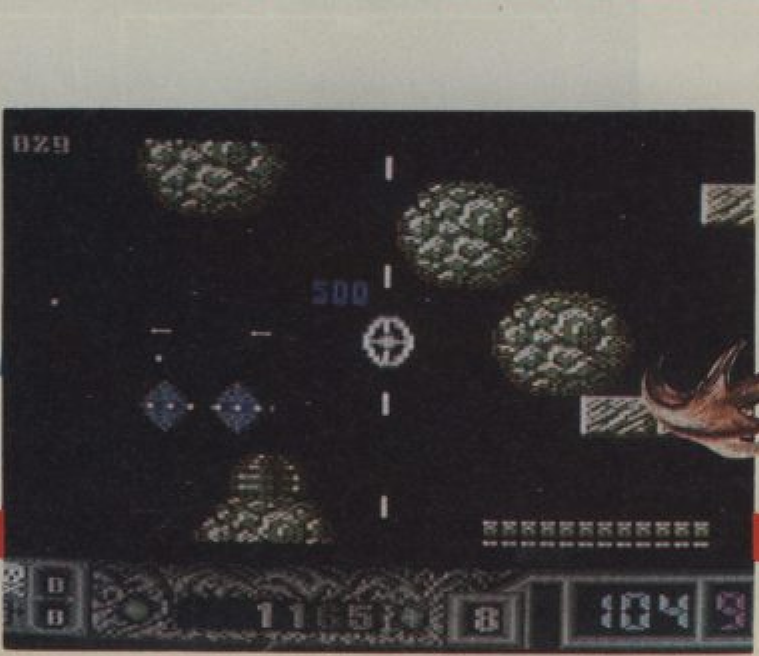
The game includes movable rocks which you can use to block off the alien bad guys, or can squeeze until it becomes a diamond, teleports and time bonuses.

Here we take you through level five, a fairly typical level, and normally about the place in any game where it all starts to get a bit hard, and help becomes pretty damn useful.





getting c complicated.



▲ Level 12. Still only half way there!



Against a silver moon ...
an awesome shape emerges ...
rumbling towards its destiny.
NIGHT RAIDER
Screen shots from
STRATEGY
SIMULATION
CBM 64/128
£9.99 cassette £14.99 disk
Amstrad
£9.99 cassette £14.99 disk
Atari ST
£19.99 disk
IBM
£19.99 disk
Gremlin Graphics Software Ltd., Alpha House,


50,000 tons of awesome power knifes its way through an ink black sea!
Atari ST Version.
ACTION
DESTRUCTION
Spectrum
£9.99cassette £12.99+3 disk
Amiga
£19.99 disk
Apple
£19.99 disk
10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423
GREMLIN
NIGHT RAIDER

Play Masters

Winner Stays On.

You saw the champ last month. Looked pretty hot, didn't you think? Or maybe you didn't. Neither did Eugene, and look where that got him: trashed good and proper at Sidewinder.

What I'm getting at is this: it's Winner Stays On II time. This is where our champ gets to prove himself against the toughest opposition we can rustle up, and you maybe, just maybe, get to whip his chances for an ST away from right under his eyes. In fact, we're beginning to size up the list of possible challengers even as I write this, but no worries: even if you're too late for part two, still send in your most impressive high scores because it doesn't stop here. We'll be running challenges throughout the year. What are you waiting for? The chance for fame and glory and 16-bit-ship starts here. Don't delay, post today!

Name...

Address...

Phone...

Age...

Game	System	Score
....	....	....
....	....	....
....	....	....
....	....	....
....	....	....
....	....	....

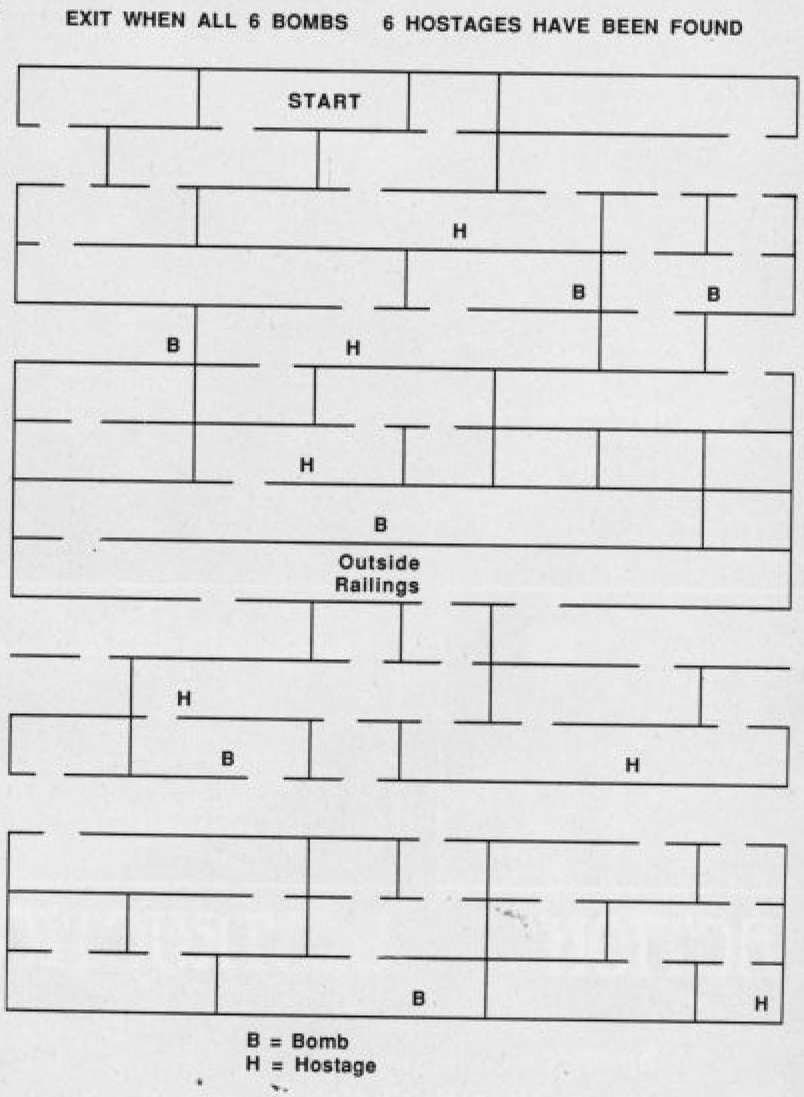
OBLITERATOR MAP

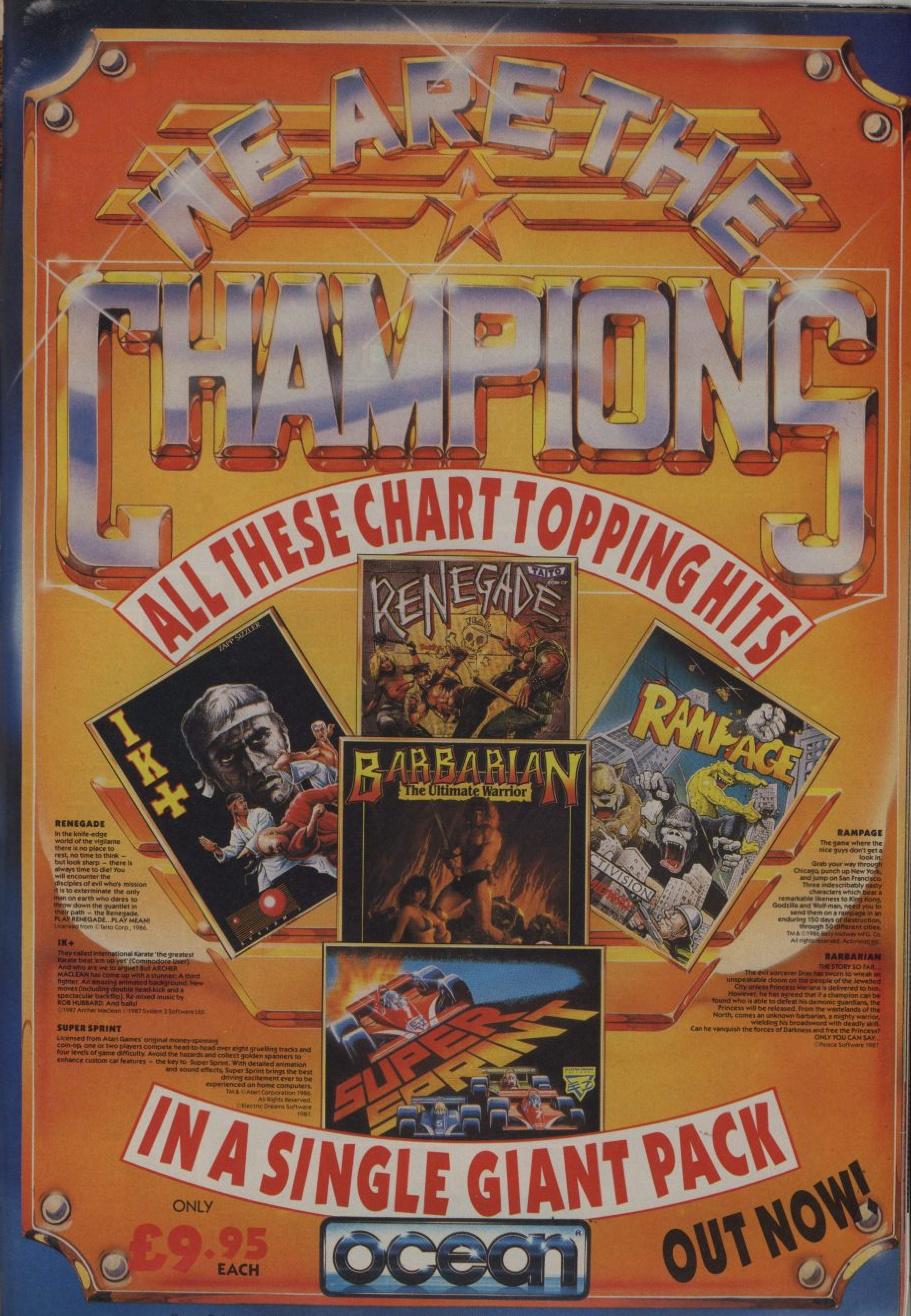
In addition to the map, worked out by Brian Webber and drawn by Nick Grant, we have for you these playing hints from Mark Errington. Thanks guys.

1) Leave Component 1 (Drive) until last since once you have all five components your score starts to drop in 40 per cent chunks and when it reaches zero the ship blows up. Before picking up Component 1 make sure you have at least 6,000 points or else you won't make it to the shuttle. I had 5,500 and ended up with a final score of nine (Big eh?) which was cutting it a little fine.
2) When there are aliens above or below, but on the same screen, shoot them through the floor.
3) If you know there is an alien on the next screen (when you're moving sideways) shoot while your character is stuck on the end of the screen i.e. just before the screen scrolls across.
4) When your path is apparently blocked by a pillar, use the bazooka to destroy it again on the way back.
5) Using defend while running causes the character to roll. This is very useful to get past tricky aliens and hidden guns.
6) Never pass a shield generator without saving the game.
7) It is best not to save the game when you collect any of the component's since if you can't make it back to a shield generator (because you got hammered on the way to the component) you may have ruined your save game and have to start all over again.
8) One possible order for completing the game is:
a) Collect the rifle
b) Collect the bazooka
c) Collect the shield component
d) Collect the weapon component
e) Collect the blaster
f) Collect the datapack
g) Collect the shuttle component
h) Collect the drive component
i) Collect the shuttle component

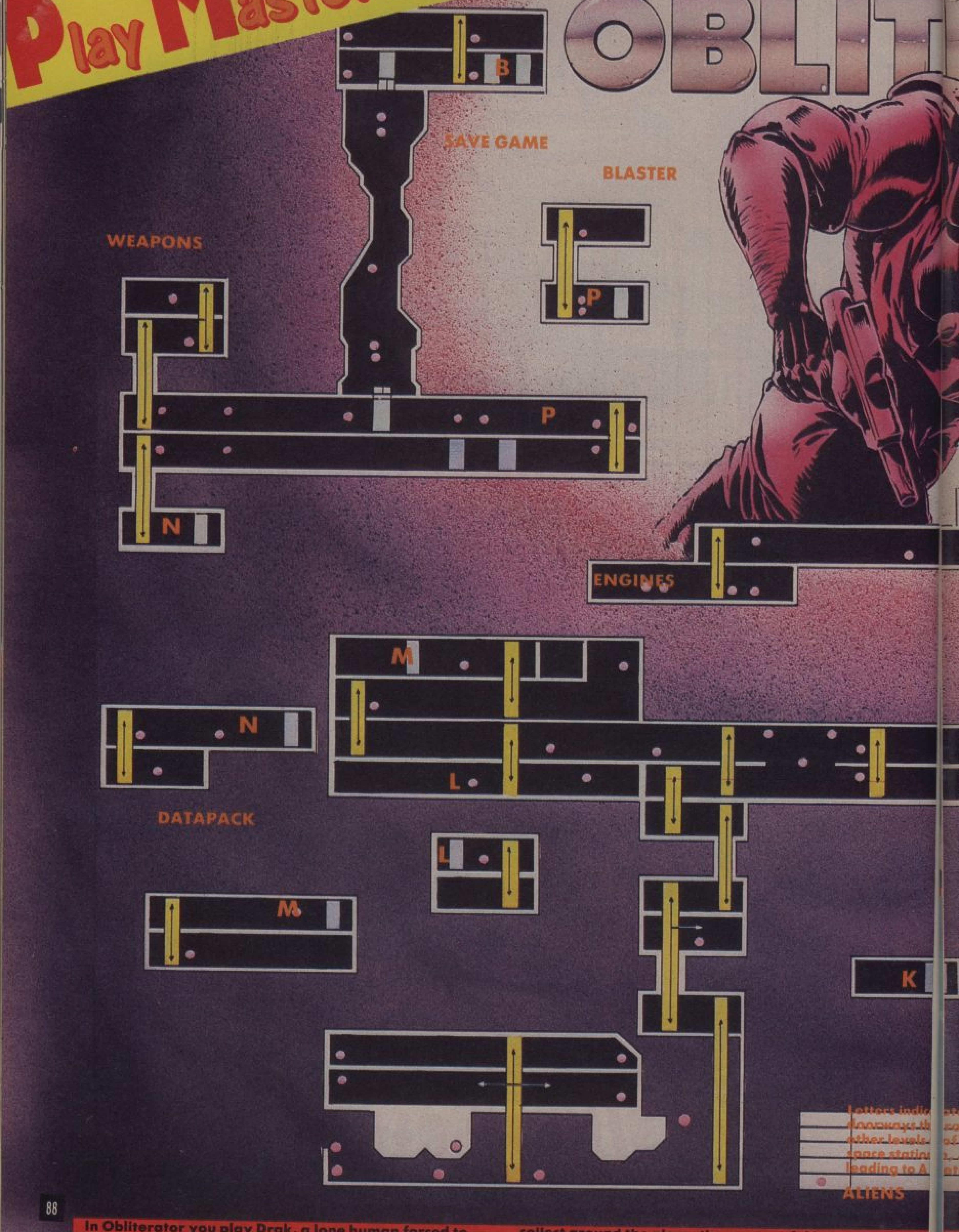
JOE BLADE MAP

Joe Blade was one of the big hits of '87, and re-entered the charts in quite a big way this year with its release on 16 bit. As Joe Blade, rock star and SAS-type, you have to infiltrate the enemy's base and rescue kidnapped world leaders. On this map, H shows the initial positions of the hostages, all six of which have to be found, and B shows where the bombs to be primed are. Exit when you've done all that.



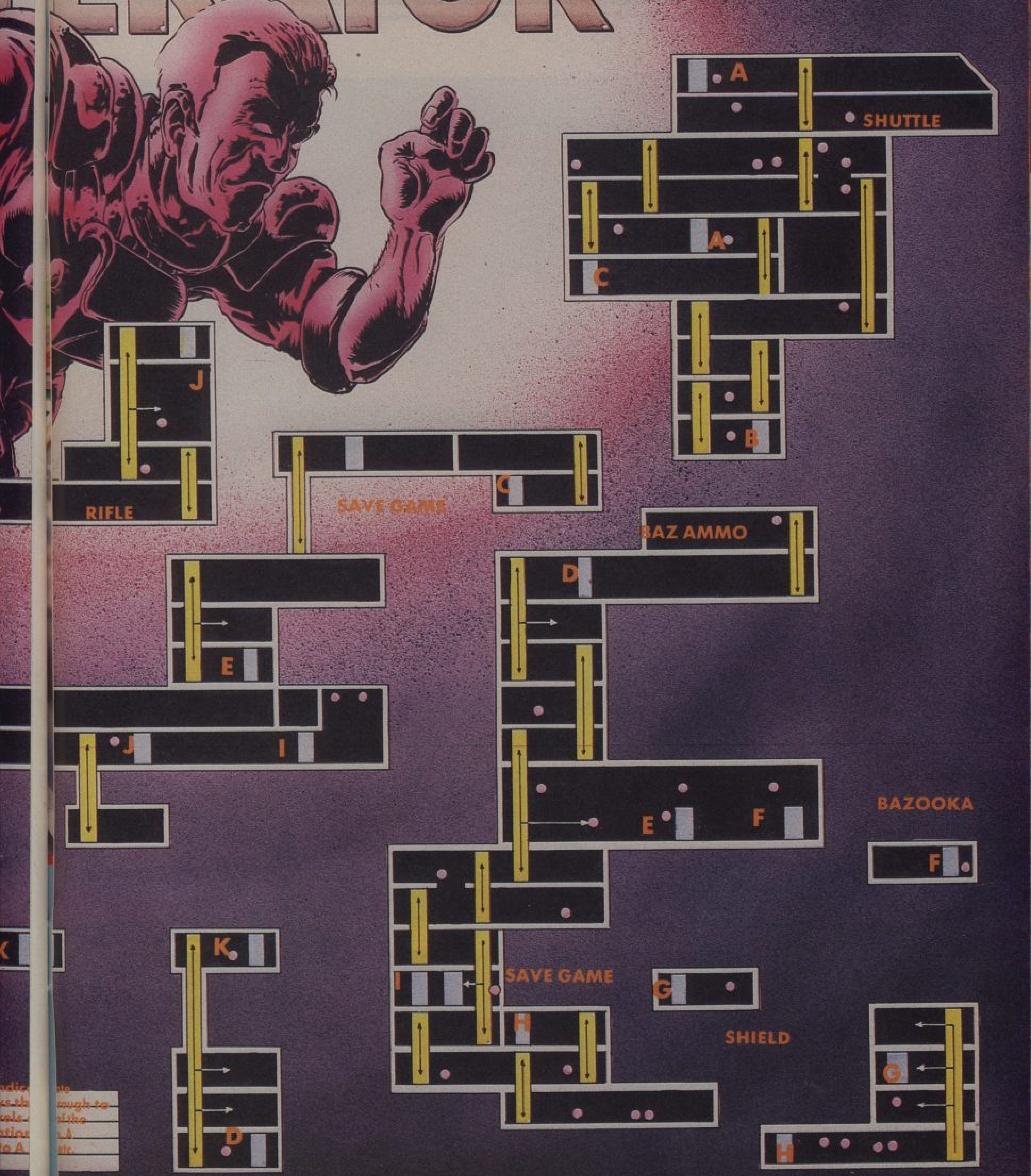

WE ARE THE CHAMPIONS
ALL THESE CHART TOPPING HITS
RENEGADE
IK+
BARBARIAN
The Ultimate Warrior
RAMPAGE
SUPER SPRINT
RENEGADE
In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! You will encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the guantlet in their path – the Renegade. PLAY RENEGADE...PLAY MEAN!
Licensed from ©Taito Corp., 1986.
IK+
They called International Karate 'the greatest Karate beat 'em up yet' (Commodore User). And who are we to argue? But ARCHER MACLEAN has come up with a stunner: A third fighter. An amazing animated background. New moves (including double head-kick and a spectacular backflip). Re-mixed music by ROB HUBBARD. And balls!
©1987 Archer Maclean ©1987 System 3 Software Ltd.
SUPER SPRINT
Licensed from Atari Games' original money-spinning coin-op, one or two players compete head-to-head over eight gruelling tracks and four levels of game difficulty. Avoid the hazards and collect golden spanners to enhance custom car features – the key to Super Sprint. With detailed animation and sound effects, Super Sprint brings the best driving excitement ever to be experienced on home computers.
TM & ©Atari Corporation 1986. All Rights Reserved. ©Electric Dreams Software 1987.
RAMPAGE
The game where the nice guys don't get a look in. Grab your way through Chicago, punch up New York, and jump on San Francisco. Three indescribably nasty characters which bear a remarkable likeness to King Kong, Godzilla and Wolf-man, need you to send them on a rampage in an enduring 150 days of destruction, through 50 different cities.
TM & ©1986 Bally Midway MFG. Co. All rights reserved. Activision Inc.
BARBARIAN
THE STORY SO FAR...
The evil sorcerer Drax has sworn to wreak an unspeakable doom on the people of the Jewelled City unless Princess Mariana is delivered to him. However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess will be released. From the wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness and free the Princess? ONLY YOU CAN SAY...
©Palace Software 1987
IN A SINGLE GIANT PACK
ONLY
£9.95
EACH
ocean
OUT NOW!
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS

OBLIT

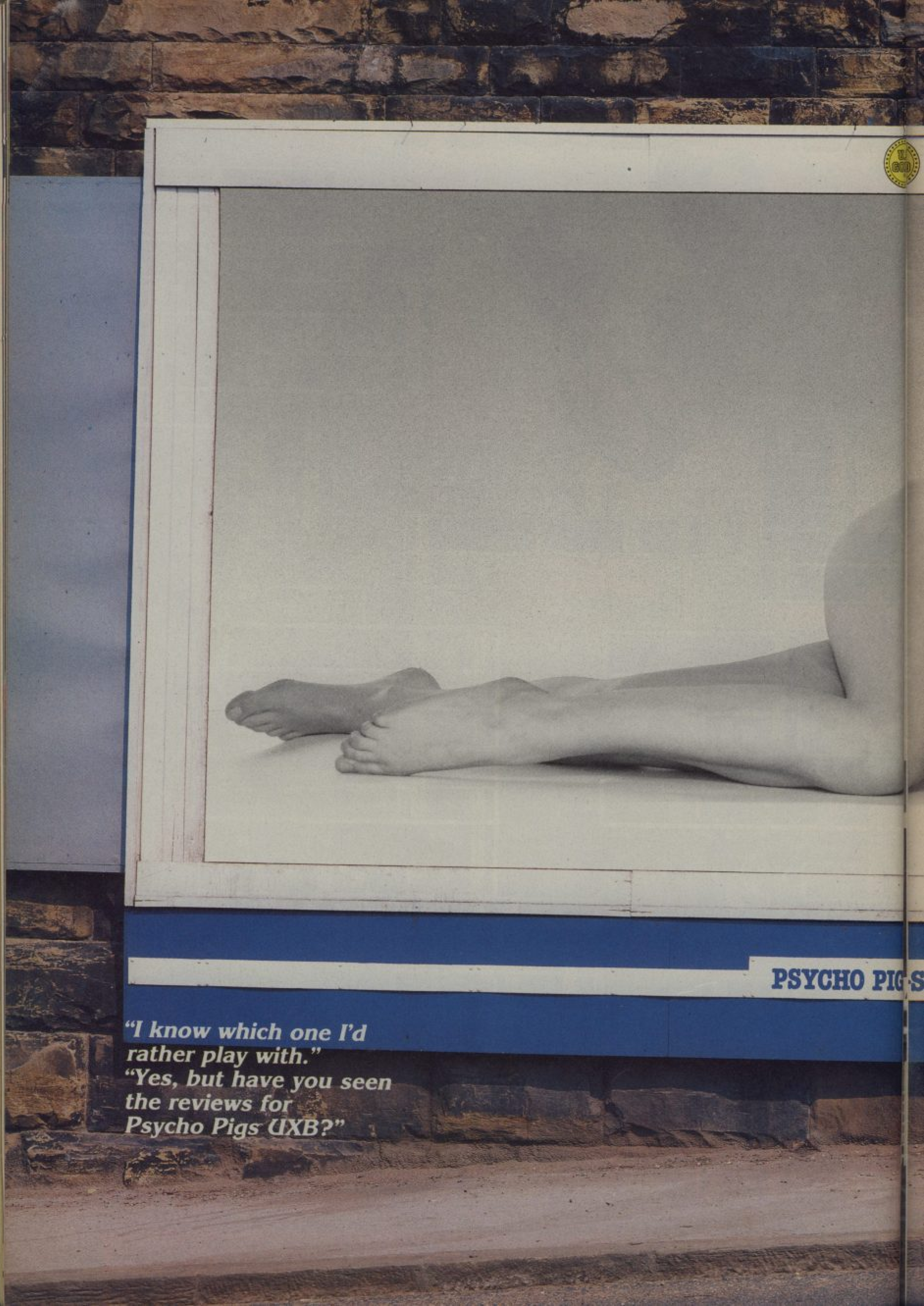


In Obliterator you play Drak, a lone human forced to infiltrate a vast alien space craft, collect five vital shuttle components (Data pack, Engines, Shield, etc.) and escape. There are various guns and ammo to collect around the place, the most useful being the blaster which can take out all hostile aliens, though it is not blessed with a wealth of ammo. The trick is to use the right gun at the right time, collecting the

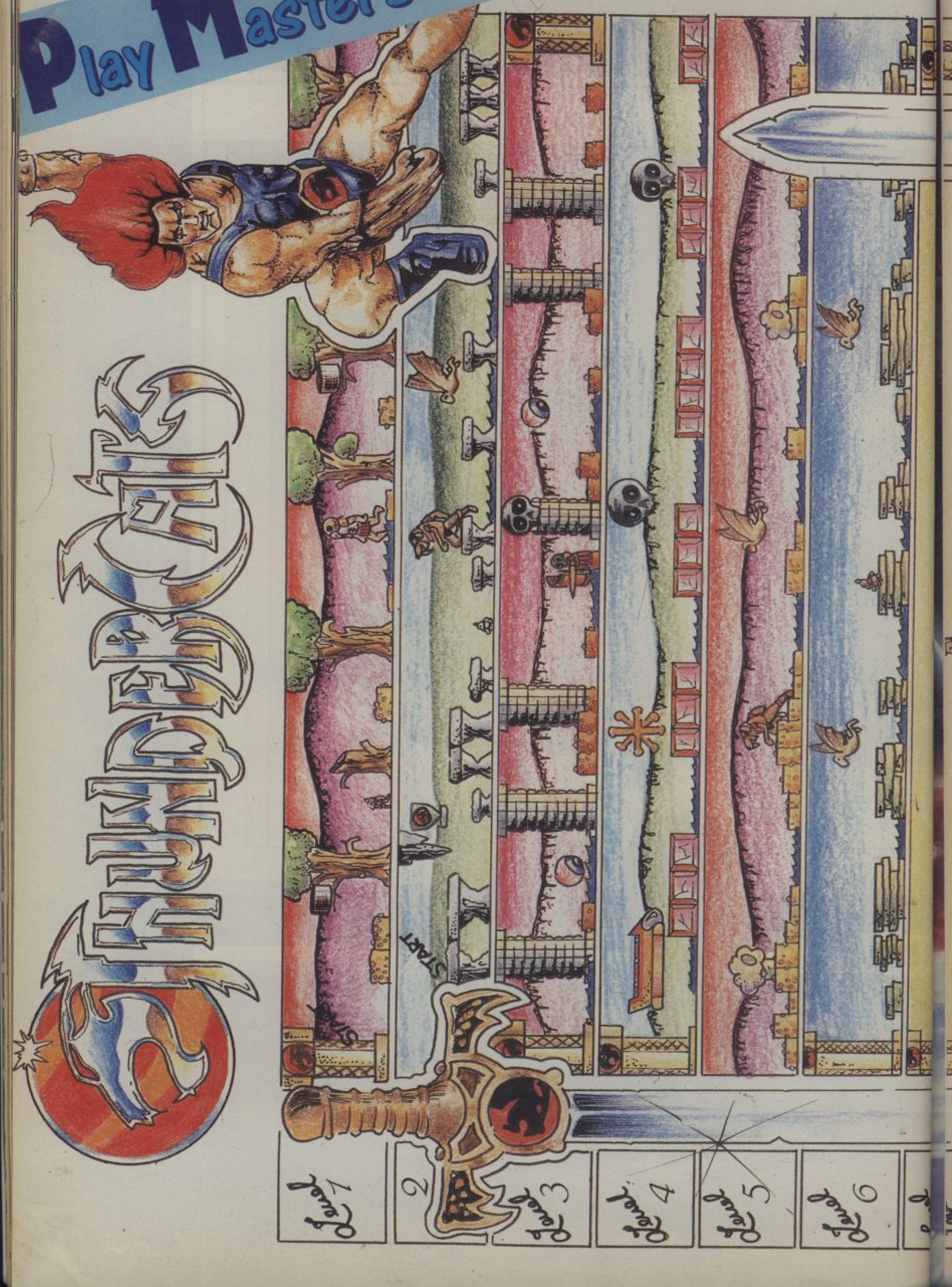
TERATOR

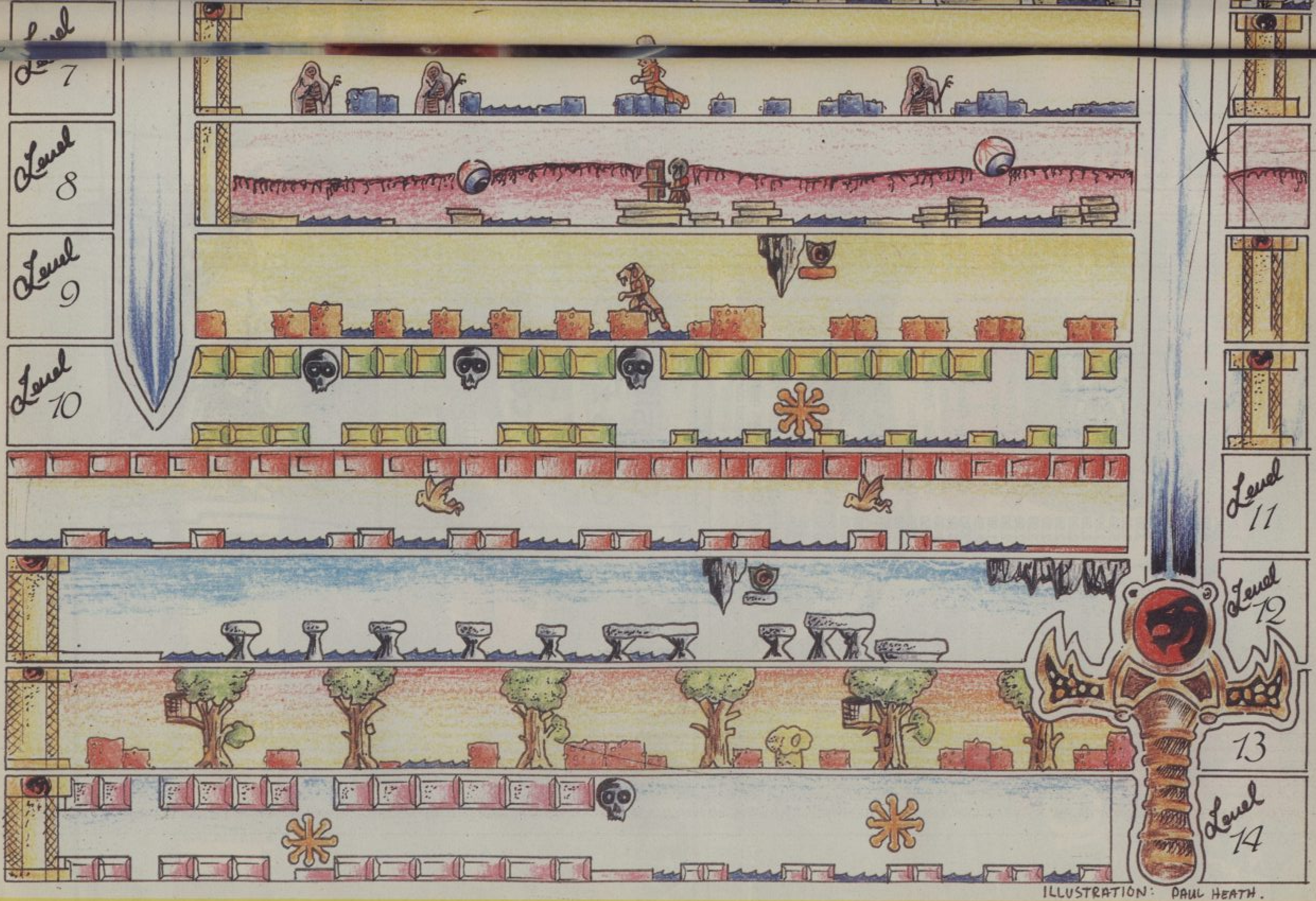


bazooka near the beginning for use on the toughie you face at the end. You will need to get a high score to make it back to the shuttle. And remember that if you run out of ammo, then you can roll everywhere which prevents the nasties from getting you. This is a very handy way of avoiding monsters you don't have the firepower to wipe out.


PSYCHO PIG
"I know which one I'd rather play with."
"Yes, but have you seen the reviews for Psycho Pigs UXB?"


U.S. GOLD
PSYCHO PIGS
UXB
PIG S UXB


THUNDERCATS
START
Level 1
2
Level 3
Level 4
Level 5
Level 6



With Elite's Thundercats having caused a stir on 16-bit just recently, it seemed high time for a map of the game, though in fact there isn't a great deal of difference between this and earlier versions. You play Thundercat leader Lion-O slashing and hacking his way through hordes of evil minions to recover the stolen Eye of Thundera.

Extra lives and firepower lurk on pillars or old trees, pits must be leapt and bad guys smited. All in day's work really.

Dynamite SOFTWARE

SPECIALISTS IN COMPUTER GAMES AND PERIPHERALS

Dynamite Software, Unit 27, 16 Tresham Road, Orton Southgate, Peterborough PE2 0SG
Tel: (0733) 230119

COMMODORE 64	
Gauntlet	2.99
Donkey Kong	2.99
Gauntlet II	2.99
Kung Fu Master	2.99
Star Fox	2.99
Jet Set Willy	1.99
Shamus	1.99
Saboteur II	3.99
Task III	3.99
Target Renegade	5.50
Indiana Jones	5.50
Chronos	2.99
Cricket Crazy	2.99
Helidrop	2.99
Sword Slayer	2.99
Shanghai	2.99
Centurions	2.99
Armageddon Man	2.99
Zork III (Disk)	1.99
Zenith	1.99
Lords of Midnight	2.99
Strike Force Harrier	2.99
Ghostbusters	1.99
Wizard's Lair	2.99
Life Force	2.99

AMIGA	
Road Wars	12.95
Hacker II	11.00
Levitation	11.00
Fire Blaster	11.00
Mach 3	12.00
Sidewinder	8.50
Amegas	12.00

SPECTRUM	
Samurai Trilogy	3.99
Winter Olympiad	6.00
Soldier of Light	6.50
World Games	3.99
Winter Games	3.99
Tetris	3.99
Ace 2	5.99
Trantor	3.99
Rolling Thunder	3.99
Impossible Mission	2.99
Kung Fu Master	2.99
Snooker-Simulator	2.99
Bruce Lee	2.99
Ace	2.99
Freedom Fighter	2.99
Xecutor	2.99
Time Flies	2.99
The Incredible Shrinking Man	2.99
Spell Seeker	1.99
BMX Simulator	2.99
FA Cup Football	2.99
Outrun	5.99
Knuckle Busters	3.99
Target Renegade	5.50
Solomon's Key	2.99
Karnov	5.50
Final Matrix	5.50
Fast & Furious Thunder	
Ceptor	3.99
Combat School	5.50
Bedlam	5.50
Brave Star	6.50
Bomb-Jack II	2.99
Phantom Club	2.99

COMPILATIONS 3.99 each

COMMODORE 64

Now Games 5
Int-Karate, Hacker II, Street Hassle, Rebel, Prohibition, Kat Trap

Four Great Games Vol 2
Jet Set Willy, Lawn tennis, World Cup Raffles

Four Great Games Vol 3
Equinox, Darksyde, The Big K.O., Mousetrap

Computer Classics
Aliens, Cauldron II, Into the Eagles Nest, Zynaps, Dynamite Dan

Hit Pak C64/128 Six Pack
Scooby Doo, Fighting Warrior, 1942, The Sacred Armour of Anitrad, Jet Set Willy II, Split Personalities, Duet

SPECTRUM

They Sold a Million II
Bruce Lee, Knight Lore, Match Day, Match Point

Star Games II 48K 128K
Highway Encounter, Cyberun, Trailblazer, Avenger, Ballblazer, The Eidolon

Big 4 Vol 11
Saboteur II, Thanatos, Deep Strike, Sigma 7

Lucas Games
The Eidolon, Rescue on Fractalus, Ball Blazer, Koronis Rift

Utilities
Spectrum Power Packs 7.00 and 1.50 P + P
Floppy Disc 5¼" £0.90.

Postage and Packing Free!

Please note cheques will have to be cleared before goods are sent. Cash or postal order items 48 hours despatch. Please state your name, address, make and model computer and your order in block capitals to avoid confusion. Please add £1.00 per game overseas.

AD INDEX

Classified advertising costs £16.50 (+ VAT) per single column centimetre.

For further details call Lora Clark on: –

01-251 6222



COMPUTER +video GAMES

Next Month



STARGLIDER II

Star Glider can justifiably claim to be the first 16-bit arcade game, though most people will remember it as the Get Mucky game – before Xenon ousted it this Summer. The big news now is that Telecomsoft's star programmer – Jez San – has just crafted the sequel.

We have the review, a profile of the man, a compo, and – best news of all – there will be 8-bit versions as well. The full story is in C+VG next month. On sale August 16. *Still only £1.10 and now Britain's best selling computer magazine by an even greater margin.*

Kristal Klear



▲ Could Cinemaware have a UK rival in

The Kristal is the biggest, most amazing 16-bit project ever according to C+VG sleuth reporter Tony Takoushi. For those of you who think TT has cried wolf once too often just remember he was also the first to rave about the PC Engine, Dungeonmaster and a host of others.

It is time to fasten your seat belt and take a firm grip of your seat!

I feel very priviliged to have seen and now to be the first to tell you about THE BIGGEST, MOST PRESTIGIOUS 16-BIT GAMES PROJECT EVER TO BE UNDERTAKEN IN THE WORLD.

It is called THE KRISTAL, and it comes from Addictive Games, a subsidiary of Prism Leisure.

This is a preview of the game to be launched in late October, it will come on Atari ST and Amiga formats and because of its MINDBLOWING size it will come on three disks.

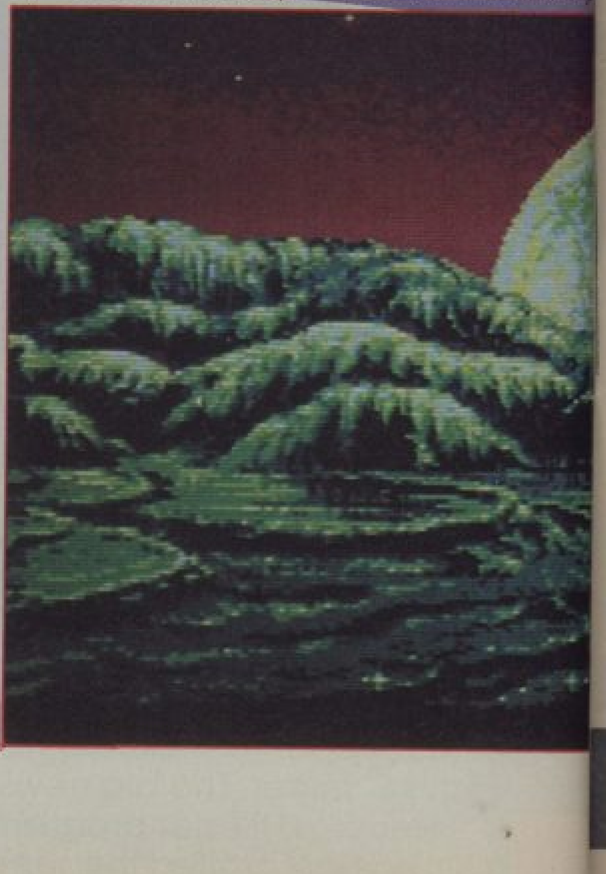
The Kristal does not fit into any one category of description, the best I can offer you is that it is a computer film. The nearest comparison is to the software produced by Cinemaware but even this pales into insignificance by contrast. The Kristal is in a class of its own!

Brainchild of Mike

▼ Shiny metal effects in the graphics.



▼ A true feeling of depth is created in the landscap





…al in th…e graphics league?



▲ Green screen shows the Kristal universe.

Sutin and Rodney Wyatt, Mike Sutin was stage manager on Hair and Jesus Christ Superstar back in the 60's and Rodney Wyatt was also involved in theatre production work. Sutin set up Fissionship Software to produce the game.

Like its authors, The Kristal has a theatrical background. Written back in 1976 as a stage play, a sound track was recorded (Elaine Page recorded some of the songs and Patrick Moore did some commentaries) and some of the music has been digitised for use in the game.

It is basically the story of a good natured pirate called Dancis Frake from the Kreema System who has to go around various galaxies meeting and extracting information from some very interesting characters! The ultimate aim is to find The Kristal. If this all sounds pretty vague IT IS MEANT TO BE! Half of the joy of playing is discovering the huge number of characters, locations and where the action is!.

Before some of you switch off thinking this is an adventure, DO NOT! This game has it all, arcade, strategy, interaction in real time and real charisma. That is a rareity today, very few games have soul, I have met most of the people involved in the game, they are totally, totally committed to the concept and absolute perfection in its translation to the 16-bit format.

You get information by indulging in question and answer sessions with the characters around you. The interaction has been very carefully designed so that you do not get stuck in tortrous circles of asking the same question sixty four different ways.

Michael Hough is the art director, with Dave Hardy (a famous illustrator whose credits include Asimov books) and a team of six graphic artists. Alex Mills is the Programming director heading up a team of four coders and a variety of sound people.

The graphics I have seen far surpass anything that has gone before, the backdrops and planet scenery are very lifelike and the characters are superbly animated in true perspective in and out of the scenes. There are over 1,500 frames of animation and huge detailed multi-coloured scrolling scenes.

The sound is magnificent, there are sections of sharp, atmospheric speeches sensitively digitised and sampled. An example of this is the start of the game. Here you are shown a void of space with Patrick Moore telling you about the history of the star system you are seeing. As he speaks you are filtered down through galaxies and solar systems (really gorgeous, gorgeous graphics) to the starting planet. Those of you with 1 Meg machines can look forward to extra sonics as the software is designed to make use of machines with the extra RAM.

Mike Sutin describes The Kristal as an Odyssey, it is an unfolding story where you are the main participant and the story can develop anyway you choose, it is designed to take around three months to complete. There will be a choice of playing styles with an easy mode which allows you to zip around the planets getting to know people and places before you take on the quest proper.

The game will cost £29.99 and comes on three disks, with a Novella detailing events before your entry to the game and a scroll which tells the story of The Kristal in heirogliphics.

It really is an epic game with a style and content not yet matched in breadth of vision and development in the software industry to date. This if the first game to fully use the facilities of the 16 bit machines and I cannot wait to get my hands on a copy of my own.

…dscape… …s.



Competition

EMPIRE STR









RIKES BACK



Domark bought the rights to the three Star Wars arcade machines last year, and the second in the trilogy – Empire Strikes Back – has just been finished. It's a brilliant vector graphic shoot 'em up which gathered a very strong cult following when it first appeared in the arcades during 1983. The computer versions we've seen have all managed to retain the original flavour and atmosphere of the coin-op original – for more details read the Hit review on page 18.

To celebrate the release of this epic game, Domark has joined forces with Commodore UK to organise this fabulous competition. On offer to a very lucky reader is a Commodore Amiga 500, currently regarded as the Ferrari Testarossa of home computers, and tipped by experts to become THE games machine of the 1990s. With its fabulous graphic and sound capabilities who's arguing?

Also on offer to ten runners-up are copies of the Star Wars role-playing game, in which players can take the role of their favourite characters and travel the galaxy in search of adventure.

So, what do you have to do to win these amazing goodies? Well, we've managed to get hold of five stills from the Empire Strikes Back film – pictured here. What we want to know is: what order do the scenes depicted appear in the film? When you've decided the order, fill out the coupon below, stick it in an envelope and send it to: COMPUTER AND VIDEO GAMES EMPIRE COMP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

To arrive no later than 16th August.





FORM:
The order of the pictures is:
1....... 2....... 3....... 4....... 5......
Name ....
Address..
....
POSTCODE.....................................

commodore

DOMARK

WILD R

It's no joke trying to keep your candy floss down when your stomach's in your mouth and your knuckles are ice white, but Matt Bielby has been doing his best as he takes in some of the wildest rides around.

It might be better to travel, but it's best to travel FAST! And travel scared! There will be more world class roller coasters and other wild rides across the country this summer than at any time before, as new theme parks open up and old favourites invest the proverbial loadsamoney to pack in the summer punters.

A new leisure and pleasure park called **Waterworld** is being built for £1.2 million just outside Edinburgh, but that's chickenfeed compared to the £4 million sunk into Derbyshire's **American Adventure** for the new season, or the whopping £10 million spent this spring on three new 'coasters and a 3D cinema at Europe's premier park, **Alton Towers.**

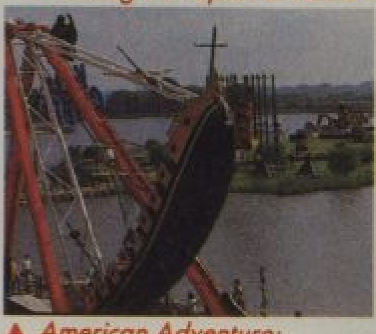


▲ *Riding the rapids at Alton Towers.*

ALTON TOWERS

Alton ST10 4BD, North Staffordshire
Tel: 0538 702200
Open: Daily 26 March-6 November; 9am-7pm
Admission: £7.99 adult, £5.99 under 16, senior citizens £2.99.

Amazingly now the 5th biggest park in the world, and far and away Europe's number one, **Alton Towers** features over 120 attractions including four big newies for '88. The famous Black Hole has been modified for this year, and is joined by the German built Beast 'coaster (carries 1,600 passengers per hour), a smaller roller coaster called the Alton mouse, and a new 3D cinema. Old favourites like the Corkscrew, Log Flume and Grand Canyon Rapids continue, along with the resident circus, spectacular gardens and birthday parades for the park.



▲ *American Adventure: The gates to the West.*

Set on a 500 acre estate in North Staffordshire, the former home of the Earl of Shrewsbury now holds Festival Park, Aqualand, Fantasy World and other themed areas, served by restaurants, shops and so on. In addition, there is also the "Around the World in 80 days" fantasy ride, live entertainment from dance to a massive model railway, and car and toy museums.

C + VG rating: Short of going to Disneyland, the best day out around. Try and go outside of school holidays or at least during the week though, because at the height of the season it can be a nightmare.



▲ *Victorian mainstreet at Granada Studios.*

CHESSINGTON WORLD OF ADVENTURES

Leatherhead Road, Chessington KT9 2NE
Tel: 03727 27227
Open: Daily 26 March-30 October; 10am-5pm
Admission: £6.25, under 14 and Senior citizens £5.25

Once a zoo, Chessington still has lions, giraffes and the rest alongside the rides, which range from a relatively tame roller coaster to a good water ride and the standard pirate ships and magic carpet rides.

Amongst the best rides we found were the pirate ship and magic carpet, both of which are super-scary, yet don't seem to generate the same queues as the roller coasters or Dragon River log flume. You can get four or five goes on them in the same time as you'd be standing in line for the others.

C + VG rating: Nicely laid out, and just the right size for a day out. Highlight of our trip was the feeding of the polar bears, seen through an underwater glass wall, though if you object to animals in captivity you may not be too impressed.



CAMELOT THEME PARK

Charnock Richard, Chorley, Preston PR7 5LP
Tel: 0257 453044
Open: daily 26 May-end September, beginning of October if weather good. Easter, Bank Holidays and weekends during rest of year; 10am-5pm
Admission: £4.95; family ticket (two adults, two children) £15.95

Aimed specifically at three to fourteen year olds, **Camelot** is twice as big as last year, with a Beast roller coaster and Falcon's Flight balloon journey added to the attractions. A log flume, water slides, a dragon monorail and a whole feast of live entertainment from jesters to jousting tournaments add to the fun. Many of the big rides have a smaller

RIDES!

ch's
s

version alongside, so even the really young can join in.

C + VG rating: Despite the rather strained Arthurian theme – you can buy sweets at "Guinevere's goodies" and T shirts at "Galahad's Garments", – an excellent park with great live entertainment, and great for youngsters.

PLEASUREWOOD HILLS AMERICAN THEME PARK

Corton Road, Lowestoft NR32 5DZ
Open: 30 April-21 May weekends only. 21 May-11 September plus 17, 18, 24, 25 Sept; 10am-4pm
Admission: £5.00, senior citizens £2.90.

Two new rides are the Zierer Waveswinger (see picture) and a new Haunted Magic Castle feature to join roller coaster, pirate ship and Sealion show among others. A new



▲ *Alton's Corkscrew: wildest of all?*

▼ *Have a bevvy at the Rover's Return.*



▼ *The Waveswinger at Pleasurewood Hills.*



▲ *Popular Pirate Ship ride at American Adventure.*



computerised system should make parking and ticket buying easier this year.

C + VG rating: Few really massive spectacular rides, but a lot of good fairground-style stuff and a very good atmosphere make Pleasurewood Hills a winner.

AMERICAN ADVENTURE

Ilkeston, Derbyshire DE7 5FX
Tel: 0773 769931
Open: 29 May-25 September daily, 10am-dusk.
Admission: £4.95

The Great Niagra Rapids white water ride, hopefully open by the end of the summer, will be the biggest of its kind in the UK. Other Wild West style rides include the Cherokee Falls Log Flume, the Tennessee Tentacles Octopus ride, and a couple of western 'coasters. Lots of staged horse stunts and shoot outs too, and a new section of the park based on a Canadian Rockies fort.

American Adventure was the first UK park to be totally based around a single theme, a practice followed by sister park Camelot, but precious few others. The Balloon race ride is one big newie for '88, and the log flume boasts Europe's highest double drop. There are also 40,000 sq. ft. of indoors area for rainy days, and quieter rides for the old folks.

C + VG rating: Some great rides, live entertainment and a strong Western theme make this one of the best theme parks in the country.



▲ *Woody welcomes winners to Pleasurewood Hills!*

Fancy a great day out this summer? C + VG hasten sets of family tickets to Pleasurewood Hills American Theme park up for grabs. Each set gets you and your folks – or a bunch of three mates if you can't stand the family – into the park and onto the Waveswinger ride, the Haunted Magic Castle and other great attractions. The tickets can be used any day this season, which ends on September 18th, and should make for a truly memorable day out.

All we want you to do is send your ideas for a great new ride at Pleasurewood Hills to the address below – let your imagination run riot – and we'll pick the best ten entries that arrive before August 7th.

Remember, it's your ideas that count, not your drawing skill!

PLEASUREWOOD HILLS COMPETITION

Name____________________

____

__________________ **Age**______

As always, the judges' decision is final, and all entries become the property of the theme park.

BLACKPOOL PLEASURE BEACH

525 Promenade, Blackpool
Tel: 0253 41033
Open: 31 March-6 November daily; 11am-dusk.
Admission; Free (Pay per ride)

The £2.5 million Avalanche bobsleigh run is the first of its kind in the UK, and joins the Big Dipper, Log Flume, Tokaydo Express and many other spectacular rides.

C + VG rating: Some of the best rides in the country all in a very small area, but could work out expensive if you want to go on them all.



▲ *Most parks have a cablecar or monorail to see the sights.*

GRANADA STUDIOS TOUR

Opening in July inside the walls of Granada Television in the middle of Manchester is the Granada Studios Tour, the nearest thing to the famous American Universal Studios Tour we've got. Three and a half acres of land have been set aside to provide a behind the scenes glimpse of the world of TV, including reconstructions of the House of Commons, downtown New York, Downing Street, Sherlock Holmes' Edwardian Baker Street, Check Point Charlie, an untamed Jungle and, of course, *Coronation Street*.

There will be a room featuring a giant piano and fireplace you can walk into, as well as a TV trivia interactive video competition, where the year's best score earns a trip to LA *(man!)*. You will be able to watch highlights from 30 years of shows, and learn how they were made, as well as drink inside the Rover's Return.

Planned to open on July 20th, it will be open all year round at £5.50 adults, £3.50 for under twelves. Phone (061) 833-0880 for further information.



▲ *Alton Towers pirate ship.*



▲ *Mock House of Commons at Granada.*

THORPE PARK

Staines Road, Chertsey KT16 8PN
Tel: 0932 562633
Open: March-September (opening hours vary – phone for details)
Admission: £6.50, senior citizens £3.50, disabled £4.50.

The wilder attractions such as the Thunder River rapids ride and the Space Station Zero roller coaster are offset by more gentle things like the Magicmill ride.

C + VG rating: Not too many really thrilling rides and a high entrance price mark this as not the best value of parks, but it's by far the most convenient for central London.



▲ *Merlin, your host at Camelot.*

OTHERS:

The above are just a tiny selection. There is also **Frontierland** at Morecambe, **Flamingoland** in North Yorkshire, **Lightwater Valley** near Ripon and many others. Nearly all welcome disabled visitors, will be open all Summer and are fun places to be. Go to your local tourist Info place and they'll give you a list of them all, and more details of any in your area.


QUADRALIEN

ARCADE

This month's been a big one, lots of new games have been launched into the arcades. *Forgotten Worlds* and *Cyber Tanks* are the two biggest games around at the moment, but Clare Edgeley also casts her eyes over the best of the rest in our Arcade Round-Up.



▲ *Don't forget to pop in the shop to get the best blast for your money!*

FORGOTTEN WORLDS

Forgotten Worlds is a hybrid of many games, with extra weapons to collect, money to find and hoard and shops to visit to add to your immense store of weaponry.

Nemesis is one game which springs to mind when you look at this little gem. You're not in charge of a spaceship, neither are you scooting through death-laden tunnels, but in other aspects, the games have their similarities. For instance when you are airborne the hoards of attacking aliens are just as vicious, and you do have to increase your weapon strength if you're to get anywhere in the game. Controls are by eight-way joystick and a revolving knob which spins your character to face all directions while also operating as the trigger to his guns.

So on with the game. Stalking the streets at around ten feet off the ground, laser at the ready, the first wave of aliens start the attack, shooting onto the screen from the right at both air and ground levels. They're huge green slimy creatures blasting fireballs at you though they're not too hard to dislodge. Left in their wake are blue discs of varying sizes of Zeny Coins, which must be picked up to help buy you additional weapons.

It's at this point that you must have full control of your character, moving him up and down the screen with the joystick, and turning him to fire at the nasties creeping in from behind.



▲ *Every good game has to have its enormous monster — Forgotten Worlds is no exception.*

▲ *The multi-directional movement is vital to help you deal with game's biggest obstacles.*

The pace is ultra fast and your life isn't worth a dime if your attention wanders. The sound adds nicely to the excitement of this very fast, though not highly original game.

The streets soon give way to larger buildings and finally warehouses as your route takes you towards the dock. A shop soon appears, its sign large, and it shouldn't be missed. You're going to need heavier fire power. Swoop down to the entrance and you'll find yourself confronting a girl behind the counter. Using your joystick and selector knob, run through the lists of weapons and buy what you think is going to be most suitable. Of course, the really powerful stuff is very expensive and you probably won't be able to afford an awful lot at this stage.

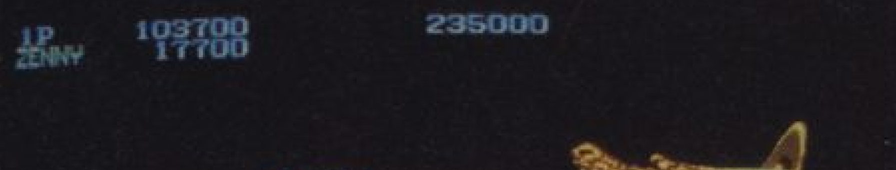
Weapons aren't the only things which can be bought at the shop – repair tubes to repair armour, an elixir to prolong your life and an energy recovery box are three indispensible items. Alongside these lie flame throwers; bound shots which make bullets bounce off walls; a balkan cannon – the most destructive weapon; wide angle lasers and so on. Some of these automatically replace your original weapons, others hang around at feet level, adding a tremendous boost to any new weapon you've just picked up. Once you've bought the best you're pretty well indestructible, as your bullets stream out from all sides covering every angle of attack. This is when the game starts getting really interesting.

And now that you've got the most powerful weapons Zeny coins can buy, you're ready (or should be) to face the dragon. This lies just past the docks – a highly dangerous area as you fly over the stinking waters. The aliens step up their harrassment and you're totally unprepared for the monstrosities which rise out of the seemingly still waters.

Great, thick, tube-like growths shoot out with jaws gaping to pluck you out of the air and draw you back to their lairs.

As you get closer to the dragon, the growths leap at you in synchronised time, one after the other as in some macabre dance sequence. Getting past them unscathed needs quick reflexes and careful timing.

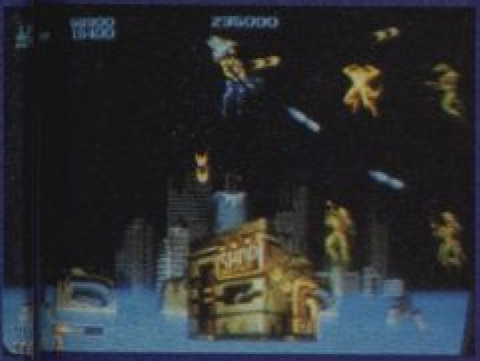
The tail of the dragon eventually appears, skeletal and very long. And then the body, lying on its back, its stomach



ACTION

pulsating like something out of the movie *Alien*. The only way past this grotesque monster is to shoot it in the stomach. A move which the dragon doesn't take too well. Hovering just above this quivering mess, you send a stream of fire downwards, dodging out of the gouts of flame it throws at you. Dodging also long steel rods which thrust upwards to impale you and finally dancing out of the way of its claws as it reaches out to swipe out. All hairy stuff.

Finally the dragon puffs upwards and is gone. You're now onto a futuristic space level inhabited by lots more graphically revolting creatures. The artists must have had a whale of a time designing *Forgotten*



▲ *Time to get back to some blasting.*

Worlds. Shops must be visited, killer leaches blown off steel pipes, ground cannons to be blasted, cactii with jaws filled with sharp serrated teeth pull you into their gaping maws and lots more in the same vein. At the end is a huge monster, around three screens high which must be blasted in the eyes. Unfortunately, to get anywhere near its face you're going to be in reach of its fists – huge ham-like bunches of fives made of steel.

An Egyptian scenario comes next with pharaohs running around firing at you, skulls float towards you in a death array and creatures with the faces of dogs whirl towards you protected by a spinning circle of blue flame.

Forgotten Worlds isn't quite finished and the game I played is very much an unfinished version. However, if this is anything to go by the completed game is a must for anyone who likes a fast shoot-'em-up.

CYBER TANKS

Running the gauntlet of the enemy whilst being attacked by a mass of conventional weapons is exhilerating stuff, especially when you're in control of the *Cyber Tank*.

Cyber Tank, from Coreland, is mounted in a huge upright cabinet with double screens side by side in the manner of *Darius* and *Ninja Warriors*. Mounted on the front of this two-player game is a two-handed control for the tank and its gunner, next to it are the massive controls for the machine gun for the second player. This is one game which spews out non-stop action.

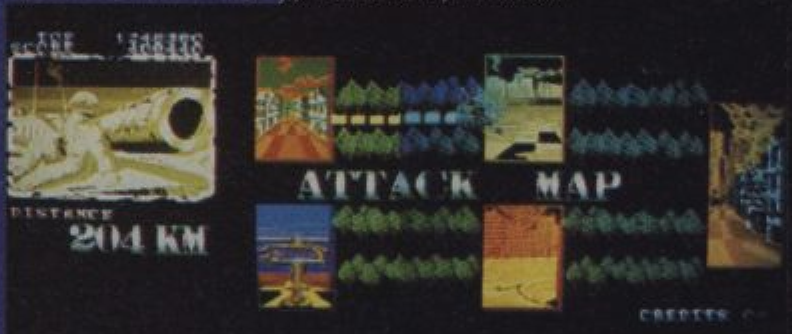
Both players have two entirely different jobs as the tank charges through the enemy to the safety of its own forces. One player controls the tank as it churns through the landscape down a clearly marked route. The other takes on the machine gun to clear the immediate area ahead of attacking choppers, paras, missiles and the like, building marking its route. This quickly changes, the machine gunner will soon be blasting paras dropping out of the skies, while the tank controller steers round mines and guns down anything dead ahead and to one side of the tank.

Massive bunkers now loom ahead so that the tank has to zig-zag past them. It's a good idea to slow down at this point or you'll plough straight into one of them. As there's no reverse on the tank, the machine will continue to headbutt the bunker until it blows up.

The action transmits itself physically to the players too,



▼ *There's an awful long way to the end of your mission.*



▼ *The dangerous road to the next encampment awaits you!*



The tank rolls into the screen as in *Pole Position*, with the attacks coming from dead ahead and from both sides. The machine gunner must have his wits about him and take careful aim through his sights to hit all the moving targets.

The aim of the game is to run through each section of hostile territory to reach the safety of a controlled zone. Bullet stocks are replenished before the next run starts. The game is fairly slow to start with, just an empty road unwinding into the distance with only the odd lamp post and which adds a certain realism to the game. If your hands are on the controls when the tank goes up in a jarring explosion, the joystick shakes and judders sending vibrations running through the player's arms. The same goes for the machine gunner as the weapon shudders rapidly with each outpouring of bullets. When the action really hots up you feel as if you're on the end of a jack-hammer.

Homing missiles soon scream in from the sides of the screen and are very difficult to dodge, especially when two or three arrive in quick succession. To make matters worse, the road becomes clogged with collapsed buildings and is pitted with mines with red lights glinting in the falling light. As soon as you see the lights of the mines, blast them before the tank rolls over them. Miss one and you're a gonner.

Cyber Tank is an unusual game with shades of *Operation Wolf*. A tremendous shoot 'em up which requires more skill than just raking the ground ahead with bullets. It should be going into the arcades around now, and is well worth having a blast.

ARCADE ACTION

ARCADE ROUND-UP!

In June we were invited to preview all the new games for the summer, and though there were a number of new releases around, there were very few surprises.

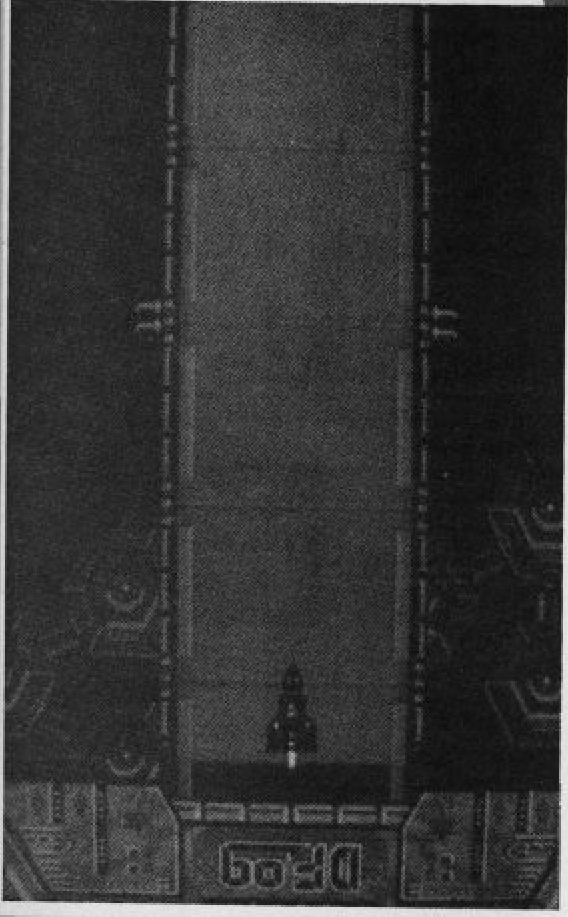
Here's a brief run down of some of the latest coin-ops to be hitting your local arcades in the next few weeks.

P47 is a fast horizontal shoot 'em up with you and your partner controlling two bombers. Your mission is to knock out ground cannons and missiles while at the same time trying to blast enemy choppers and fighters out of the skies. Needs quick reflexes, the graphics are clear and is well worth playing.

Sky Soldiers is very much in the *Flying Shark* vein – a vertical scrolling blast 'em to bits while whizzing over enemy territory. The usual bombs, planes and missiles are hurled at you, and the only way to keep alive is to collect all the pick-ups and so increase your weapon power.

In *Last Duel* – another horizontal scrolling shoot 'em up – the game starts off pretty slowly with you controlling some sort of aircraft while running the gauntlet through enemy lines.

Last Duel – *rather bland vertically scrolling action.*

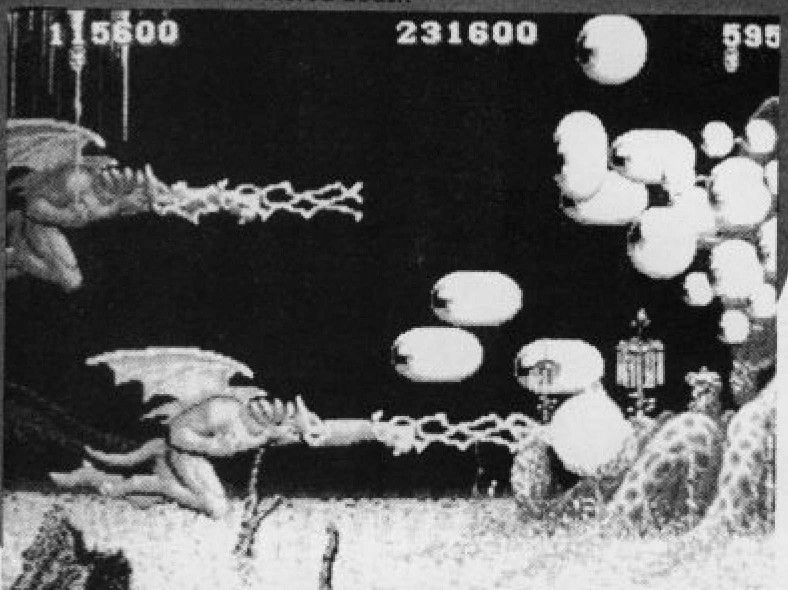


Basically it's a case of blasting everything that moves or swivels. At certain stages in the game, you leave your aircraft to take control of a car and this is when the jump button comes in handy to leap assorted barricades and objects. *Last Duel* didn't impress me enormously on first sight, though it apparently gets more exciting in later levels.

Kickle Cubele: What an awful name for what looks like an awful game. This is a cutsie little game, very much in the Japanese-style. *Weird* with cutsie graphics and not an awful lot else from what I could gather.

Vindicators is a one or two player game which you'll either take to immediately or hate. I quite liked it. It's a vertical shoot 'em up played in short sections, where you have to control a small vehicle, bomb all the baddies, pick up keys and other objects and make it to the exit before the time limit expires and the whole kaboosh goes up in flames. Extra weapons can be bought en route, and once you've got the hang of the rather clumsy controls, it's quite good fun.

▼ *The rather bland* Altered Beast.



Clumsy is the name when you first set eyes on *Altered Beasts*. It's not terribly original either. Rescue the girl who is held hostage in each of the five levels and beat the monster at the end of each scenario. I've heard that story line several million times before and the game itself is just as jaded. Collect spirit balls as you storm though each screen and accumulate enough to turn yourself into a 'superior being'. You now have 'devastating power and mobility' so the brochure says. Whoopee. The graphics are large and very clumsily drawn. So's the game.

The Main Event is a wrestling game between several pairs of muscular thugs. Wrestle your opponent to the ground and hold him there in a half nelson or whatever for the count to win each match. The graphics are well drawn and the speech synthesis excellent, though to be honest wrestling isn't my game. I find it as boring to play as I do watching it on the box.

Hot Rod from Sega is a racing game played from an aerial viewpoint. The game itself has pitstops, practice laps to earn yourself a decent grip position and the normal bumping race against a number of other racers. Fair play doesn't run true on this circuit and if you can nudge them off the track and into the barrier so much the better. What is interesting is that the game comes in an upright cabinet and also a multi-player version with the screen set into a huge table top cabinet so that four players can stand round it.

Toobin' is the whackiest game I've seen in months. Apparently the theme of paddling round swimming pools and down rivers while sitting in a tyre is now a popular sport in the States. I'm not sure that I believe that one, though I have it on good authority that it's true, hence this mad simulation. The game is a race down a river with gates to paddle through for extra points, spiked logs to avoid which'll puncture your tyre, crocs to dodge and beer cans to pick up and fling at your opponent to put him off his stroke. The current keeps dragging you into shallow waters to jam you against a bank and you have to paddle furiously to turn yourself round and back into the main stream. Two buttons must be punched rapidly and these control your left and right hands. Punch only one button and you'll turn in a circle. A weird game but fun for a little light relief.



▲ *Welcome to* The Main Event.

The games playing public may be bored to death with racing games but the arcade manufacturers obviously aren't as the launch of *Chequered Flag* proves.

The game does have some original points in its favour but it's nothing that will make you dash out to the arcades in a rush to spend your pennies.

The game reminds of a combination of *APB* and *Super Sprint*. The game is very much like most racing games with an aerial perspective but it does have comic elements. Like bashing into almost everything on the course without blowing up. Having said that your car does sustain damage during the race and you will have enter the pit to repair the car.

So *Chequered Flag* is nothing remarkably new – if you want a real driving experience try *Continental Circus* or *Out Run*.

Mean Machines

Tony Takoushi has never seen anything like, neither will you – Chan and Chan is the weirdest and whackiest game and the naughtiest game you are likely to see on a games console. Tony also taken a look at new shoot 'em up. Aleste, and a shooting game called Rescue Mission as well as delivering his usual collection of tips and high scores.

Chan and Chan

Chan and Chan runs on the PC Engine and is more than a little like *Super Marios Bros* from Nintendo in style and play. It has the dubious honour of being the naughtiest arcade game I have ever played with bottoms being shown and a little man peeing against lamposts (more of this later)!!

The basic aim is to travel dozens of screens to find some hidden treasure with your partner. Each part of the game is split into sections with four parts to a section (sounds familiar?). On pressing start you are given the choice of either Chan as your character (the Chan not chosen appears in later stages of the game) and you are then faced with a living room scene (VERY detailed and colourful) with a



phone ringing. The Chans walk in, answer the phone, there are speech bubbles (in JAPANESE!!) and then the game starts.

You move against a left to right scrolling backdrop and can collect gold coins by kicking objects along the way (lamposts, railings, water hydrants, and mystery points not marked as in a plain wall). These coins can be used on later stages where you gamble on a slot machine to gain energy, lives and more coins.

You start with three lives and a life is lost when your energy hits zero.

Energy goes down slowly but you lose large amounts if you collide with the resident nasties. The hazards include birds which drop lumps of turd, big fat ugly flies, dangling spiders, collapsing ledges, bugs, flying fish, boulders, dogs, beavers and the very lethal fire places which are instant death to the touch. There is also a beautiful purple dragon which, when killed, flies into the air.

There are many hidden extras like jumping on top of a water hydrant and pressing the fire button when you are carried into the top third of the screen and hidden doors in mid-air.

Your partner Chan can be found along the way peeing down lamposts, going to the toilet in bushes (his face is bright red and he is crouched down near the floor!) you can kick him while he is doing this and he flies into the air doing a moony!!

You are not without a secret weapon. You can press the joypad down and tap the firebutton to fart at your enemies. Honestly, a big brown cloud escapes from your bottom and kills the enemy (I know a few people who can do that). Weird but fun.

At the end of each sub-section you get bonus points for energy left with an extra life at 70,000 points.

At the end of every four sections you have to fight the big boss, this brute leaps into the air and throws boulders at you. To kill him you have to get close and kick him in the teeth, his eyes roll and legs waggle and he drops to his death.

This is a really playable game, great tunes, superb graphics, and many many stages to work through. It really has that addictive urge to it and to progress you have to get very skilful as there are mean combos to overcome.

► GRAPHICS	7
► SOUND	7
► VALUE	7
► PLAYABILITY	8
► OVERALL	8



Aleste

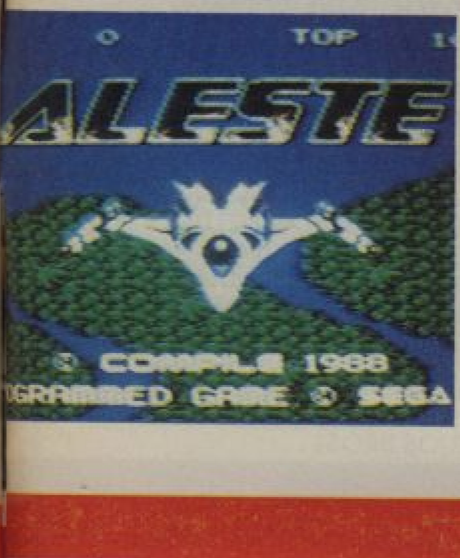
I have been wringing my hands in despair over the stupid number of mindless scrolling shoot 'em ups across most formats and when I discovered *Aleste* on the Sega was a scroller, I almost threw it out of the window!

But *Aleste* is like a breath of fresh air. It gives scrolling shoot 'ems a whole new meaning. OK, so it scrolls, and there are aliens to shoot – but the attack patterns are different, the backgrounds are very detailed and tastefully coloured. There are six sectors to cross, and you can start over at the beginning of the sector you died on (hooray).

You start with three lives and earn extra ones at 20,000 and then every 100,000 points. You can arm your ship by shooting a number from one to eight which appears in the scrolling backdrop, it will then float slowly up the screen and you have to dash up and touch it.

Your normal weapons are bullets and a little fat lazer which can fire in all eight directions. Number one makes the laser fat, two is a big vertical missile, three is a long vertical laser, four is an orb circling you providing protection, five has three orbs circling you and they can be fired, six is wide bullets, seven is double bullets and wide circular front shield and eight is a long sweeping laser which winds up the screen rolling from left to right (now that's what I call a weapon).

The backdrops are active on the higher levels and you may find shooting up the screen dislodges sections of backdrop which can fall down on you, the tunes are good and there is very little flicker despite there being so many aliens on screen.



Rescue Mission

Owners of Sega's Light Phaser have very few games to use with their peripheral. With only *Gangster Town* and *Shooting Gallery* supplementing the free *Marksman Shooting/Trap Shooting* cartridge given away with the gun.

However, things have taken a turn for the better with the release of *Rescue Mission*, a fun-packed arcade game that requires very fast reactions and accurate shooting.

The scenario is easy enough to understand: allied troops have been badly injured and are currently trapped behind enemy lines. They must be rescued, and you've been assigned the task . . .

The only mode of transport available to the casualty area is by a handcart, which trundles its way along an old disused railroad. On board are three medical experts who can dress the soldier's wounds to enable them to make their way back to the safety of headquarters.

The cart trundles along the track, which wends its very convoluted way across the multi-directional scrolling landscape. At regular intervals along the track are the wounded troops, who wave white flags. When the cart reaches them, it stops while medical treatment is given, and then continues on its way while the soldier runs off the screen to safety.

While this is happening, enemy soldiers run on screen and attempt to kill the medics on board by blasting them with their machine guns. One shot slows the cart down, two reduces it to a crawl while a third is fatal to all on board. This is where you come in. Using the light phaser, you have to blast all enemy troops before they have the chance to accomplish their evil deed. The gun fires as quickly as you can pull the trigger, and the onus is on fast, accurate shooting.

When the cart reaches the end of the track a bonus is awarded for the number of medics left and the amount of soldiers.

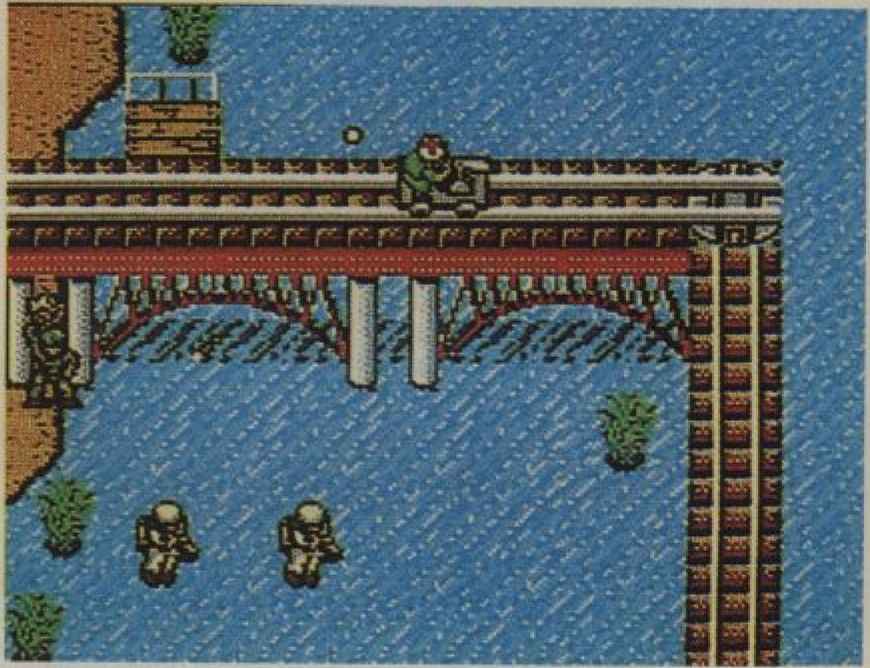
There are five different landscapes: jungle, swamp, village, bridge and ammo depot, which offer the player an increasingly difficult challenge.

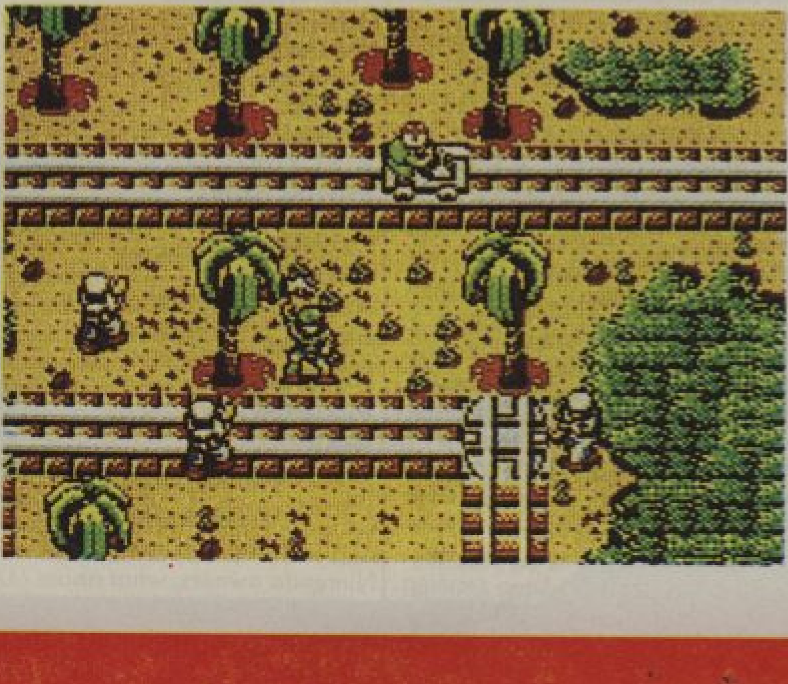
On the first landscape only infantry attack, but on the second level they're joined by deadly air troopers – jet-packed soldiers who fly around the screen at great speed. Occasionally, Special Force soldiers appear. These highly dangerous commandoes are very fast moving and are capable of destoying the cart with a single blast.

Adding even more hassle are grenades thrown by soldiers, boomerangs, bazooka bombs, balloon bombs which float in from the side of the screen and guided missiles – possibly the hardest to hit of them all.

When a soldier is resued, he leaves behind a special package which is automatically picked up when shot; either a protector, first aid kit or smart bomb. Protectors make the medic immune from a Special Force attack, a first aid kit removes one point of damage and a smart bomb destroys everything on-screen.

When the cart reaches the end of level five, a mega-bonus is award for the amount of medics remaining – up to a huge 450,000 points if all three lives are still intact.





I must say that I enjoyed playing *Rescue Mission* very much – it's a fast and furious game which requires a very high level of sustained concentration to blast the myriad of enemy troops. I felt exhausted after one session! The appeal might wear off after a while – the game does get a bit repetitive – but it's by far the best Light Phaser game around.

► GRAPHICS	7
► SOUND	6
► VALUE	5
► PLAYABILITY	8
► OVERALL	7

Mean Machines

News

I have got me mits on the US/ Japan release schedules for Nintendo and Sega carts for the next few months and boy are they hotstuff !

Nintendo – Milton Bradley are doing California Games World Games/ Marbles Madness/ Mindscape – 720 degrees/ Paper Boy/ Roadrunner/ Indiana Jones and the Temple of Doom/ Acclaim- Rambo 3/ Empire City/ Airwolf/ Capcom Street Fighter/ 1943/ Bionic Commandoes/Black Tiger/ Tengen – Gauntlet/ Pacman/ Tiato – Operation Wolf/ Bubble Bobble/ Konami – Jackal/ Track and Field 2/LJM – Nightmare on Elm Street/ Friday 13th/ Dataeast- Robocop/ Rampage

Sega – Poissedon Wars (3D)/ Shanghai/ Alf/ Kansi Dan/ Guillivous/ Thunderblade/ Double Dragon/ R-Type/ California Games

There will will also be a new lightgun in the shape of a machine gun with a much faster firing rate.

I have also seen the latest Sega carts due for release later in the year, Shenobi, Penguin Land and Aztec Adventure they are VERY tasty...

Tips

Fantasy Zone 2 is proving popular (and so it should !), here are some tips from Steve Mellor in Nottingham.

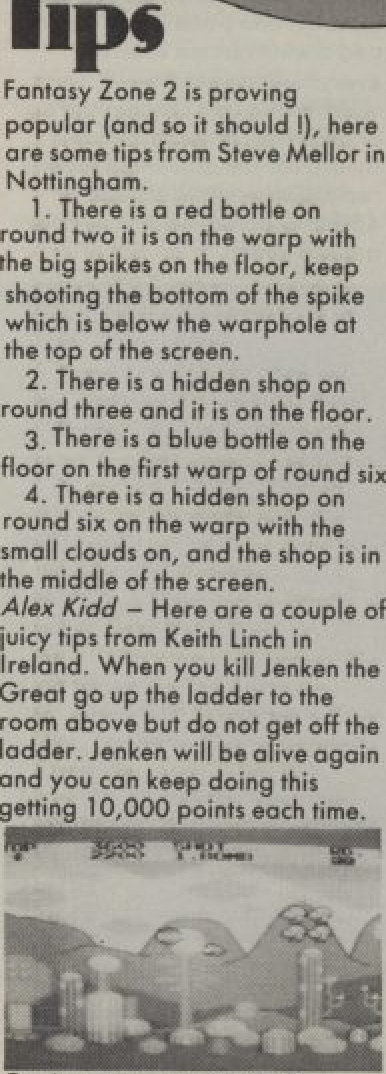
1. There is a red bottle on round two it is on the warp with the big spikes on the floor, keep shooting the bottom of the spike which is below the warphole at the top of the screen.

2. There is a hidden shop on round three and it is on the floor.

3. There is a blue bottle on the floor on the first warp of round six.

4. There is a hidden shop on round six on the warp with the small clouds on, and the shop is in the middle of the screen.

Alex Kidd – Here are a couple of juicy tips from Keith Linch in Ireland. When you kill Jenken the Great go up the ladder to the room above but do not get off the ladder. Jenken will be alive again and you can keep doing this getting 10,000 points each time.



On the water sheet with the octopuses, when you kill the first one, sit on his bowl and pull the joystick down, keep repeating this and you will go down his bowl into a bonus sheet where you can obtain lots of money and a free man.

Ninja fans can sleep easy with these little jems from Android X.
Scroll 1 located on screen 1, kill transforming Ninja and scroll will appear.
Scroll 2- Located in screen 4. Shoot at the dog statue on far left handside 5 times and the scroll will appear.
Scroll 3 located in screen 6. Scroll is Samurai house. It is located in the corner next to the tree by the wall.
Scroll 4 – Located in screen 8. Go through the entry way to the openfield. Shoot at the last bush towards the back wall and the scroll will appear.
Scroll 5 – Located in screen 9. Crawl up the wall (disappearing helps) stay on the right side. When you reach the falling rocks shoot the hole at the far right side. When you reach the falling rocks shoot shoot the hole at the far right side 46 times this will stop the rocks. Go up past the rockholes and start fighting the main boss. After a few seconds of fighting go to the far right side of the screen on the same walkway as the boss was on and the scroll will appear.

After scroll 5, screen 9 will appear with a message from inside the secret scroll. Obay the message for the 10th screen .

On the tenth screen go to the third lamp that is closest to the castle. Get as close as possible, push the control pad to the left and push button 1 three times so you are shooting 3 times to the left. Reposition your man so he faces in another direction and disappear three times. A stair



way will then open up and the screen will change. Below is a maze, to get through the maze go to left, right, left and keep running.

High Scores

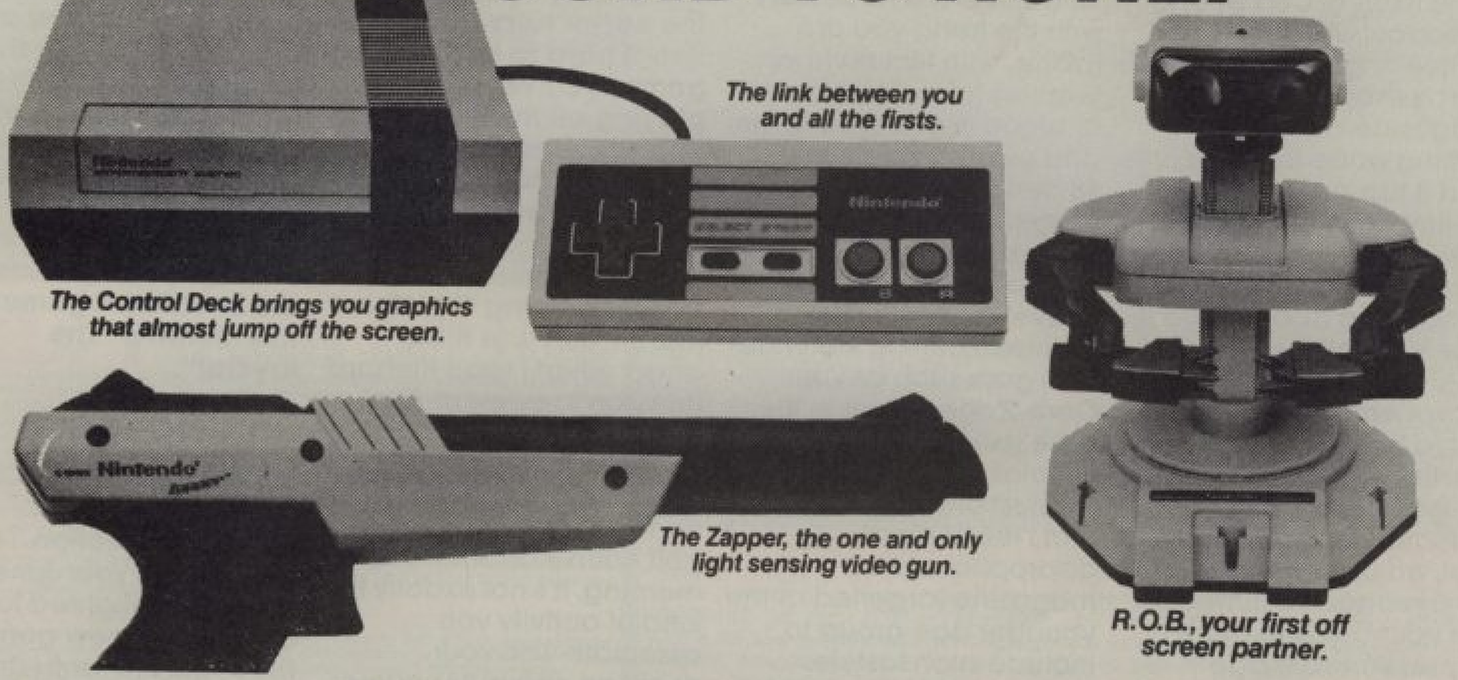
WRECKING CREW	98,100	J. ASHWORTH
MACH RIDER	54,100	J. ASHWORTH
ICE CLIMBER	69,910	CHRIS NOON
DUCK HUNT	728,100	THE BREAKER
PINBALL	333,100	MR GARMANT
KUNG FU	685,000	TONY WRIGHT
WILD GUNMAN	1,216,000	"
DONKEY KONG JR	231,500	"
DONKEY KONG 3	384,200	LEE DAVIDSON
NEMESIS	767,900	HENRY FONG
GHOST AND GOBLINS	101,600	FRANCOIS COUTURE
1942	218,350	"
HOGANS ALLEY (C)	243,900	"
CLU CLU LAND	52,250	VICTORIA GARMANT
GUMSHOE	231,000	ALEX BELL
POPEYE	87,130	SHERIF SALAMA
BALOON FIGHT	524,000	JAMES GARMANT
AFTERBURNER	8,940,670	GARETH EDWARDS
SPACE HARRIER	42,509,860	ANDY BARKWORTH
OUTRUN	52,204,240	DAVID HILLHOUSE
CHOPLIFTER	2,240,000	JAMIE DILASSER
HANG ON	4,101,780	KEITH LYNCH
BLACK BELT	2,568,200	GARY WADDINGTON
SECRET COMMAND	1,875,200	MARK WARRIOR
TRANSBOT	1,340,760	D. GIBSON
QUARTET	642,450	MARK FRAZER
PRO-WRESTLING	901,300	KEITH LYNCH
ASTRO WARRIOR	803,500	MARK WARRIOR
FANTASY ZONE	9,702,000	MARK LAZENBY
FANTASY ZONE2	4,734,300	ANDREW BARCLAY
NINJA	1,116,250	BRETT COLMAN
WONDERBOY	1,099,970	PHIL MARLEY
ALEX KIDD	2,115,800	KEITH LYNCH
SAFARI HUNT	1,510,800	NIGEL OGLEY
TRAPSHOOTING	254,200	CHRIS SHAW
MISSILE DEFENSE 3D	246,000	CHRIS SHAW
MY HERO	10,420,240	BEN EVERETT
ACTION FIGHTER	243,490	JOHN COWLIN
SHOOTING GALLERY	44,300	NICHOLAS BROWN
PIT POT	168,500	SIMON FIELDS
GHOST HOUSE	575,010	ALAN CLARE
KUNG FU KID	1,273,200	PAUL BRADLEY
BANK PANIC	526,650	IAN GREEN
TEDDY BOY	412,700	PAUL BRADLEY

Come on I want to see highscores for the following – ZAXXON 3D/ ALIEN SYNDROME/RESCUE MISSION. The same goes for all you Nintendo owners, what about MARIOS BROS?

EXPANDING THE WORLD OF PLAY

ELECTROCOIN

PRESENTS THE VIDEO SYSTEM WITH SO MANY FIRSTS IT'S SECOND TO NONE.



No one has come out with more innovations at one time in one place, than the Nintendo Entertainment System.™.

First of all, there's R.O.B.,™ your Robotic Operating Buddy. R.O.B. becomes your off the screen partner, putting the action between you, him and the screen.

And first of all, Nintendo introduces the Zapper. It's the one and only light sensing video gun that's going to trigger a whole new kind of fun.

And first but not last, Nintendo offers superior graphics on all 17 game paks. Fifty-two colour/dot capability allows for brilliant tone refinements, realstic 3D images, convincing depth of field and actual shadows.

Discover the Nintendo Entertainment System. With all these firsts, you'll love it in a second.

ORDERS & ENQUIRIES TO:
DE GALE MARKETING LIMITED
81 TOTTENHAM COURT ROAD,
LONDON W1A 1EY
TEL: 01-637 5735

PRICE LIST

CONTROL DECK.................................**£99.00**

ACCESSORIES

ROBOT..................................**£49.95**
ZAPPER GUN..................................**£24.95**
GAME PAKS FROM..................................**£19.95**
DELUX SET ONLY..................................**£149**

TOTAL

(Features Robot, Zapper, Deck + Free Software)
(All prices include p&p)

Signature..................................

Mr/Mrs/Miss..................................

Address..................................

....

..................................**Post Code**..................................

PLEASE SEND ME GAME PAK DETAILS AND:

DESCRIPTION	QUANTITY	PRICE
(DG2)	**TOTAL**	

I enclose cheque/PO for £.......................
made payable to: De Gale Marketing

Access

Nintendo
ENTERTAINMENT SYSTEM

Mailbag

If you've got something to say about the world of computer games, don't keep it to yourself. Write to Mailbag, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

I have just received the June issue of C&VG, and tomorrow will be cancelling my order with the newsagent. The magazine has been getting worse for some time and it has now hit an all-time low. The cartoon strip, Shuk+Doode, which I have been becoming concerned about since it was first included has openly included blasphemy for the first time, not to mention the implications up until now of demoniacal associations. This is not, I feel, an appropriate style for a magazine aimed at the younger and more impressionable age group. Your articles have been getting worse and seem to cater for the worst in today's society, rather than, as would be expected in your position of one of the top selling magazines to the younger generation, trying to show wholesome articles to try and improve the society we live in.

I have for some time put up with the fact that you reviewed very little BBC software for the adventure section which I have found very good (however, even that has been going downhill); and to keep up to date with the games world. However, your presentation is atrocious, it is confusing and unclear; in my opinion, you would do well to look at the BBC magazines on the market which have excellent, clear presentation.

I have been a reader of the magazine since issue 3 and regret having to make the decision I have come to, but feel it is necessary with the trend you are taking, with film reviews tending to be of the horror or blood & guts type of film and extolling their virtues, 18 certificate films in a magazine directed at those under that age; the cartoon strip for the reason I have stated above; and articles extolling violence and gore such as your Gore Zone article in the June issue about the film special effects.

I must once again say that I feel it is not appropriate for a magazine targetted at the younger age group to include such tasteless articles; and I will be taking my complaints to the relevant bodies, which is the only thing stopping the current issue ending up in the dustbin.

Mark Harvey,
Cornwall.

EDITOR'S REPLY: Well, Mark, as a long-time reader you must be aware that a degree of "blood and guts" has always been a part of the computer games scene, just as they have been of most entertainment aimed at young men. Convincing arguments exist both for and against this sort of fantasy violence — the sort featured in our technical Gore Zone item — but we certainly don't see C+VG as in any way "condoning" real life violence.

Similarly "blasphemy" and "demonic associations" have been the stock in trade of everything from Milton to the better fairy tales. We find it hard to know what games you've been playing all this time that don't feature some quasi-biblical references or zapping something or other!

• After reading C+VG in March '88, I was most angry when I read Richard Hewison's review of *Mini Putt.*

He said: "How many people do you know who commonly head for the golf course on Saturday morning. It's not exactly the kind of activity you associate with your average computer games player." I consider myself "an average computer games player" and every Saturday morning, Wednesday and Tuesday afternoon I play a round of golf.

After reading this review I am seriously considering not ordering your magazine anymore.

Barry Wheeler.

EDITOR'S REPLY: Get annoyed pretty easily, don't you?

• O.K. So what have you done with him? How did you finally manage to shut Mr T's gob? I'm pretty sure you couldn't have found a piece of material big enough to gag him, or did you amputate his writing arm? Whatever happened, I'm glad to see (and hopefully hear) the last of him in your pages.

Andrew Hoyle

EDITOR'S REPLY: I'm afraid you've not seen the last of old Tone. There are a hole bundle of exciting things happening on the Mean Machines front — not least the PC Engine — which he will continue to cover for us in his inimitable style, as well as writing special items on the best 16-bit games, like this month's "The Krystal".

• I wish to heartily congratulate Tony T. on his wonderful "Mean Machines" section. I have just finished your June issue and was delighted to read about three new games for the Sega. Brilliant! I am now saving up for a pair of 3-D glasses for the acclaimed *Space Harrier 3-D.*

Unfortunately there is a problem, the whole thing is just not big enough. One month it's full of Sega games, the next it's full of Nintendo games. You could have two pages for the Sega, and two pages for the . . . erm, other one, and please don't shove in needless ranting about the PC Engine, the section is small enough already without a third party joining in.

David Wyatt
Yeovil, Somerset.

EDITOR'S REPLY: Sorry, David, but if we gave extra pages to each section every time a PBM, or an Adventure or a Mean Machines fan wrote in, the mag would be 300 pages long, cost £2.50 and nobody would buy it.

NEW LOW PRICE ST!



ST PRICE INCREASE

Due to a worldwide shortage of memory chips, prices of many computers have gone up. From April 1988, the Atari ST range is also likely to be affected. For details of any price increase, please return the coupon below for our latest literature.

£260 +VAT=£299

ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with fewer parts. Which means it costs less to make. And less to buy. The latest ST computers now include built in power supplies and built in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 3 retail outlets at Sidcup, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a group turnover of over £9 million and in excess of 80 staff, we offer you unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available **ONLY FROM SILICA**. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

FREE STARTER KIT - *Only From Silica*

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:

** BASIC Language Disk * BASIC Manual * ST Owners Manual * TOS/GEM on ROM*

If you buy your ST from Silica Shop, you will also receive:

** NEOchrome Sampler - colour graphics program * 1st Word - Word Processor*

In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

DEDICATED SERVICING - *Only From Silica*

At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

1Mb RAM UPGRADE: Our upgrade on the standard 'Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

TV MODULATOR UPGRADE: Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

THE FULL STOCK RANGE - *Only From Silica*

We aim to keep stocks of all Atari related products and our warehouse carries a stock of over £½ million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available **ONLY FROM SILICA**.

AFTER SALES SUPPORT - *Only From Silica*

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA**.

FREE CATALOGUES - *Only From Silica*

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available **ONLY FROM SILICA**.

FREE OVERNIGHT DELIVERY - *From Silica*

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service FREE OF CHARGE to customers within the UK. This method helps to ensure minimum delay and maximum protection.

PRICE MATCH - *Only From Silica*

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No1 Atari Specialist.

SIDCUP (& Mail Order) **01-309 1111**
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

LONDON **01-580 4839**
Lion House (1st floor), 227 Tottenham Court Rd, London, W1P OHX

LONDON .... **01-629 1234 ext 3914**
Selfridges (1st floor), Oxford Street, London, W1A 1AB

SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer, with a 95 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 512 colours, mouse controller, and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a FREE Silica ST Starter Kit worth over £100. Read the ONLY FROM SILICA section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No1 Atari Specialists. For further details of the range of Atari ST computers and the FREE Silica ST Starter Kit, complete and return the reply coupon below.

ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)

520ST-FM with 512K RAM & mono monitor £399 (inc VAT) **Upgrade from 512K RAM to 1024K RAM £100** (inc VAT)

ATARI 1040ST-F - NEW PRICE

We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3½" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT).

1040ST-F Keyboard Without Monitor	***£499*** *(inc VAT)*
1040ST-F Keyboard + High Res SM125 Mono Monitor	***£599*** *(inc VAT)*

If you would like further details of the 1040ST-F, return the coupon below.

MEGA ST's NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:

MEGA ST 2Mb Keyboard + CPU	***£899*** *(inc VAT)*
MEGA ST 2Mb Keyboard + CPU + SM125 Mono Monitor	***£999*** *(inc VAT)*
MEGA ST 4Mb Keyboard + CPU	***£1199*** *(inc VAT)*
MEGA ST 4Mb Keyboard + CPU + SM125 Mono Monitor	***£1299*** *(inc VAT)*

If you would like further details of the MEGA ST's, return the coupon below.

ATARI ST

To: Silica Shop Ltd, CVG 0888, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: .... **Initials:** .... **Surname:** ....

Address: ....

....

....

.... **Postcode:** ....

Do you already own a computer
If so, which one do you own? ....

Out To Lunch

Daring *John Minson* confronts the devious Clare, explores caves, finds treasure and muses on the future of role playing games — can your computer ever really give you a true role playing game?

The next time I meet Claire the Enchantress I will slice her two-faced head from her double-dealing body! Claire, you see, is a real joker. Claire waited until I was stuck in a giant spider's web, then teleported me to her and hacked me to death. Thanks to Claire I lost all my experience points.

And that is why Claire is dead meat . . . or dead bytes, to be more accurate, for Claire is no more than a computer created character, a figment of my micro's RAM. She is one of the hundred other 'players' in Virgin's *Micro MUD*, a simulation of the original on-line adventure which does away with modems by generating your opponents itself.

But the quest for treasure isn't the real topic of this month's rant. I'm interested in a much more elusive quarry — the perfect game! A couple of months ago I lamented the crap the industry has dumped on us over the years. Now let's look to the future. Not that MUD's perfect, but it's one of the few pieces of recent coding that isn't a total waste of everyone's time, from the programmer's to the punter's — and it represents a positive path forward.

Yes, I'm talking about role-playing games. Games where you have to think about what you're doing. Games which call for swift reactions, even if they don't use a joystick (you try facing an army of orcs in real-time). And most importantly, games which let you relate to your character, develop their skills and attributes, live the part.

Long, long ago I remember the joy of a Monday night was to gather round a blazing log fire — or rather a table in a college seminar room — with Sue and Steve, Cuddles and Monster, and Michael the Biking Viking. And there Venetia the Vixen, the cruellest, kinkiest one-legged woman ever to wander a dungeon, joined the band of adventurers to take on whatever foul traps our DM had devised for us.

Great days indeed, and ones which only ended with revision and examinations and somehow . . . somehow when you've all gone your separate ways and are earning a crust in the real world you never get together with friends long enough to run a role playing campaign. The only hope seems to be giving two fingers to geography and logging on for some telephonic fantasy



▲ *Ultima V — vastly upgraded.*



▲ *Advanced Dungeonswill clean up.*

Two games gunning to clean up in the role playing stakes this year are Ultima V from Origin and Advanced Dungeons and Dragons from US Gold.

Ultima carries a huge cult following of fans who will swear that nothing else comes close to the creations of the mysterious Lord British — whilst US Gold feel that the better known AD + D game will open computer RPG open to a whole new audience. Other contenders are FTL — soon to launch Dungeonmaster II and Electronic Arts with Bards Tail III.

But can a home computer cope with the sophistication of role playing? After all, we're talking about situations which are as open-ended as life itself. In a traditional micro adventure game you might have to LIFT STONE then GET KEY, but a role-player could tell his game master, "Okay — I'll get the fungus that's growing on the wall and mix it with the black powder from my pistol then ignite it and wait for the explosion." Even if the GM hadn't allowed for this ingenious use of the giant puffball, he'd have to consider it — or at least fake a few dice rolls to suggest that he was. 'TRY SOMETHING ELSE' does not cut the ice.

I've been looking at computer RPG's recently and we're not there yet. Not even near. But what we do have is still pretty damn clever — at least as clever as a pretty dopey, novice GM! Take *Micro MUD*, for example. Its roots are still firmly based in traditional adventure gaming, which means you're going to wear out your N, S, E and W keys as you move around, but the addition of other, intelligent characters adds a whole new dimension. We've moved a long way since the days of The Hobbit, when Torin used to sit down and sing about gold for hours on end. The fact that I'm still burning about Claire's little trick shows how convincing it all is, when you get into it.

Text games have the advantage of lavish descriptions, and MUD is superb. But Micrprose/Origin's *Ultima* adventures have taken another route, close to wargaming. As you roam around the countryside you move a squidgy little figure across a map. For cities the map's scale changes, and only in dungeons do you get a player's eye view. This imitates the miniatures and floor plans found in many RPG's. Ultima offers limited interaction, which lacks the fluidity of human conversation but at least avoids incessant requests to 'Please try another word'.

Electronic Arts *Bard's Tale* series comes somewhere between *MUD* and *Ultima*. Instead of a map you get a small window into the world, with scrolling text to one side. The pay-off for this sophistication is that all commands are multiple choicem, which may go against the grain of open-ended gaming, but let's face it, if you're faced by a dozen orcs, what are you going to do if you don't Fight of Flee? Stop to powder your nose? My major complaint about *Bard's Tale* is that you control a party of players, which makes character identification more difficult.

All three systems have their virtues as well as their shortcomings. That's hardly surprising considering the scale of today's home micros. But what about the future? EA's Mark Lewis recently told me that the company already has a small adventure which uses compact video disk images up and running in the States. Now that really does sound exciting!

The next generation of technology, much of it centred on laser disk memory, will allow us to store much more information, including unbelievably high resolution graphics. Developments in artificial intelligence will also use that CD ROM to produce computer controlled characters who can hold realistic conversations. 16 and 32 bit multi-tasking will allow the CPU to handle your input at the same time as setting up a dwarven trap.

Where does this lead us? One day you'll come home and drop a silver disc into the player — which doubles for audio and video CDs — and suddenly your TV screen will become a gateway to another world. Perhaps you'll be linked to a central computer by a modem, playing with and against people from all over the country — perhaps the world. Or are they mere figments of the computer's imagination? You just won't be able to tell.

This may be a few years off, but I'm convinced that it will come. And when it does, computer games will truly be interactive entertainment — movies in which you can take part, adventures which you can live.

So you'd better start playing now. Whether you choose *Micro MUD*, *Ultima* or *The Bard's Tale* — or even all three systems — you'll be starting off on a great quest. And you'll need the practice because the thought of coming face to face with a high-res CD DC (Devious Claire) unprepared is just too horrible to consider!

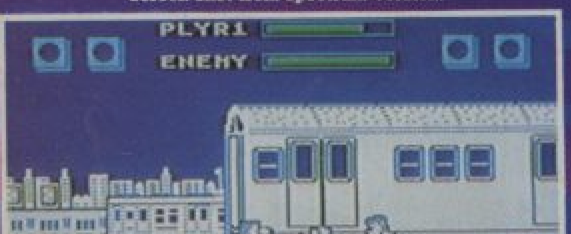


WANTED
FOR INVOLVEMENT
IN THE GREAT Microdealer COVER UP!
IS THIS YOU?
For years, unnoticed by the authorities, valuable goods were disappearing from shelves of unsuspecting stores thoughout the U.K.! Now MICRODEALER INTERNATIONAL has revealed the extent of this massive 'scam' and discovered the stash. No-one has come forward to claim the Loot. Your local Microdealer dealer has the 'lowdown' on the greatest games racket since Al Capone! Be on the lookout for signs of the Cover Up and pick up your Cover Up card now. Collect Cover Up tokens to complete your card entitling you to a 'piece of the action'.
REWARDS
MEGA – games form major software houses, Joysticks, T-Shirts and an opportunity to WIN a fantastic prize in the MICRODEALER COVER-UP competition!
THE GREAT Microdealer COVERUP
COVER UP with one of the range of EXCLUSIVE T-SHIRTS only available from your local Microdealer Dealer

STREET FIGHTER™ ....NOTHING STANDS IN YOUR WAY



Screen shot from Spectrum version.



Screen shot from Amstrad version.



EXPLOSIVE COIN-OP ACTION!

Battle your way across the globe taking on the mighty fighting power of 10 awesome exponents of hand to hand combat.

"A SINCLAIR CLASSIC"

"Thoroughly impressive combat game which knocks Renegade for 6. Go damage someone." Sinclair User

"It's fast, good looking and well hard" Your Sinclair

CBM 64/128 **£9.99**t – **£14.99**d
Spectrum 48K **£8.99**t
Spectrum +3 **£12.99**d
Amstrad **£9.99**t – **£14.99**d
Atari ST **£19.99**d Amiga **£24.99**d

CAPCOM™

GIANTS OF THE VIDEO GAMES INDUSTRY

Screen shot from CBM 64/128 version.



Screen shot from Atari ST version.



CAPCOM U.S.A., Inc. © 1987

GO! Media Holdings Ltd. A Division of U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.